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EGM²

March, 1997
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EGM² (ISSN # 1074-6471) is published monthly by the Ziff-Davis Publishing Company, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. Periodicals Mail postage paid at Lombard, IL and additional mailing offices. Subscription rates for U.S.: $24.97. Single issue rates: $4.99. Additional postage for orders outside the U.S.: Add U.S. $16 per year for surface mail after subscription rate. POSTMASTER: For subscription changes, change of address, write to: **EGM², P.O. Box 55371, Boulder, CO 80328-5371.** The editors and the publisher are not responsible for unsolicited materials.

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Audit Bureau of Circulations

Going the Distance...

BY HOWARD "MR. BURNS" GROSSMAN
EDITOR IN CHIEF

In every job, activity or relationship there are always those who drag their proverbial feet and those who go the distance. In each area of our lives, it is a conscience choice to meet or exceed the status quo. This isn't to say that people are simply lazy or all-out go-getters, but there are several people who put forth a big effort and, in turn, are the driving force of most companies and communities. Each individual has specific reasons for doing his or her part, which are not always for the good of mankind or even for themselves. Still, no matter what the motivation, these are the people who lead and inspire through their actions.

This seems like a good setup for a huge pat on the back for the magazine and a great opener in which to suck up, but anyone who reads my banter should know me better than that! The truth is that there are many people who help make this magazine a success and not all of them are listed on the masthead. In fact, most of the credit should go to the people whose names are farther down the "scale," those behind the scenes and the people, like yourself, who are reading this editorial. My point is that for every big job title, flashy game or quality magazine, there are numerous people who make it happen. Statistically speaking, most people are average in what they do (by definition), and there is often this halo effect that the top people on the top "project" are the only ones who make it good. I'd like to take this valuable space to recognize a few people who have helped both myself and *EGM²* continue to grow and succeed.

I'm sure I'm going to offend several people by not listing everyone's names, but I only have so much space. I'm not utilizing this real estate to compliment everyone in the industry— but just to let everyone know who reads this that there are those who go the distance for *EGM²*. I have to start off by commending my staff of editors and my art guy whose devotion to the magazine is short of insanity. Then there are the new Ziffians like publisher Jon Lane and "the circ lady" Joan McInerney whose commitment and faith in the magazine is really inspiring. Lastly on the magazine staff is the much-overlooked and picked-on copy department: Jo-El, Jennifer and Dan. These are possibly the only three people in the world who read every word of the magazine (several times and not at their leisure), especially Jo-El who actually writes and gathers info for the magazine as well as Jennifer who has the remarkable ability to work forever and still go for the details.

Another group of people who most readers never really hear about (who fill the magazine with content and quality) are the PR people, developers, technicians, etc. There are far too many names to list, but here are a few. Technically speaking, I must bend (not bow) to the IS people— Mark and Pam— who keep the computers and other "gear" running and ready for more abuse. Then there are the tech wizards like Capcom's Darryl Williams and Thao Ngyuen from Mas who are the absolute gurus of gaming hardware and connections.

Now for the touchy part as I try to focus on some of the PR people who will probably never talk to me if they aren't mentioned...oh well, it's never too late to join the *EGM²* cause. On the console end there's Frank the party man from Activision; the adorable and impossibly nice Heh-Kyu of SingleTrac; cheers to the brilliant-sounding Mark Day of Psygnosis; thanks to Big Daddy Andrew "the gamer" Hoolan of Williams; the enthusiastic Genevieve Ostergard of Interplay; the treacherous Chris Nicolella from n-Space; helpful and generous Kathryn Morris and Dave Meyer of Acclaim; all the folks at Crystal Dynamics; the generous Michelle Nino from Virgin; Jayson "Smoothie" Bernstein of ASC; long-time friend Laurie Thorton of BMG; Mary Leddy of the no-sports side of EA; also joining the cause are Kelly Knight of Working Designs; and numerous parties from Sony; Randy Sevrin of Konami; Mike Sack of Westwood; and the folks at ReadySoft.

Then there's the arcade side with the ungodly Patrick Fitzgerald of Williams as well as both Ed and John for putting up with me, and the classic man of respect, the pinball wizard Roger Sharpe. Next there's the dynamic duo of sisters at Capcom Elizabeth and Allison Stroll who are always up to date and willing to help. Not to mention the talented group at Atari, including Derryl DePriest and Dave Macias. Finally there is the great folks at Namco from Frank Cosentino to Lucinda Bender to Jerry Momoda.

Well, now that most of you are asleep or have skipped down to the end, I wanted to thank the last and possibly the most important group: the readers. This isn't simply an obvious thank you...you've earned it from me and my staff for going the distance to discover this magazine and what it has to offer. There are a lot of publications on the shelf with the first "this and that," the exclusive "so and so" or the best unbiased reviews. A lot of you have gone the distance to sort through the catchy phrases and to give us a chance. I know it is a lot easier to go with the "bigger title" magazines (especially my sister publication). The whole point of this column is to point out that it is often the "wind beneath our wings" that keeps a good project afloat and all of these people including yourself are part of the success. There are a lot of famous people and big-name games but just like this magazine, they are supported by a group of talented and driven people. As I said before, there are many reasons to put forth the extra effort. For me it's the challenge, commitment, passion and love of gaming that will keep me going the distance!

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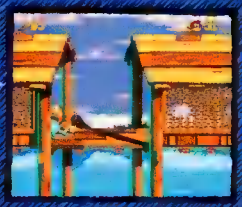


39 alien trilogy
Whup some alien behind indefinitely with the invincibility cheat and weapon codes!

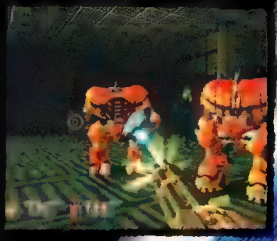
40 twisted metal 2
Would you sell your soul for some much-needed weapon supplies? Well now you can...

45 space jam
Shrink those pesky aliens down to pea-size or mess with gravity for an unusual game of basketball

48 ki gold
Try out the various codes in this killer instinct game for more fun gameplay

38 trick of the month DKC3
More lives, colorful clothing and a Christmas tune are some of the cool codes for this game!

mow those raptors down!



It might look like Jurassic Park, but this time you have the weaponry to destroy those cold-blooded lizards...well, at least some of the time. Turok: Dinosaur Hunter is filled with mind-boggling levels, which is why you will need this strategy guide. Locate the keys, ammo and the nearest exit or you might become a dino's mid-afternoon snack! The story begins on PAGE 68.

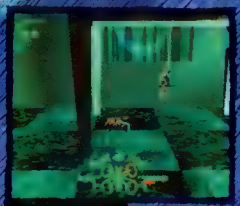
"After you play the levels long enough, you start to remember where you are."

special feature

hands-on experience!

The arcades will soon be abuzz with the fighting sounds of Street Fighter III and Tekken 3. Get in the know with this issue's first peek at the two most wanted games. The action starts on PAGE 26.

strategies



this ain't no itsy-bitsy spider!

People who suffer from arachnophobia might want to avert their eyes, because there is a big, hairy spider in this issue that most gamers will want to play with. Spider, for the PlayStation, will have you battling enemy bugs, finding CD parts and traveling over treacherous terrains (like rocks). The action starts on PAGE 54.

"The sinks require some nasty jumps over water."

54

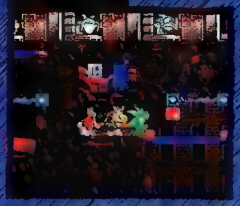
wanna-be 'mech drivers apply within

The PC smash hit MechWarrior 2 has finally crossed over to the console and with it all of the difficult missions that might drive you crazy. However, in the first part of this guide, we will help you out by showing the key ideas in each of the missions. As well, the 'Mechs have been highlighted, informing you of their strengths and weaknesses. The action starts on PAGE 80.

"The Hellbringer is an electronic marvel."

80

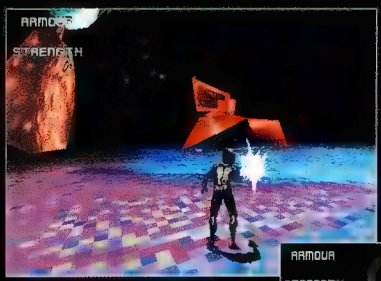
88

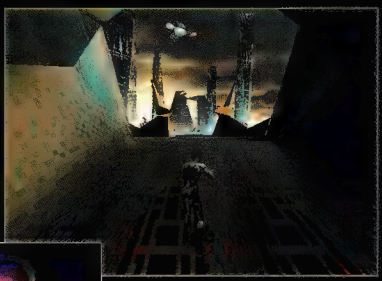


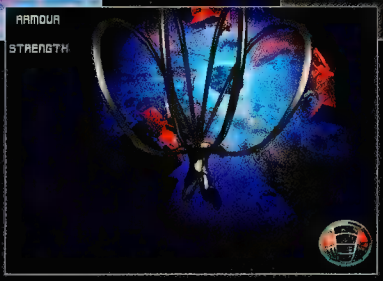
travel norse by norsewest...

Finding yourself lost more and more in the sequel to The Lost Vikings? Well, the [illegible] will be your much-needed compass to guide you through this game's numerous levels. As well, it will give you behind hints on which character to use and when. There are also colorful maps detailing where all the important hot-spots are located. The action starts on PAGE 88.

"Norse by Norsewest is one of the funniest but most annoying games..."







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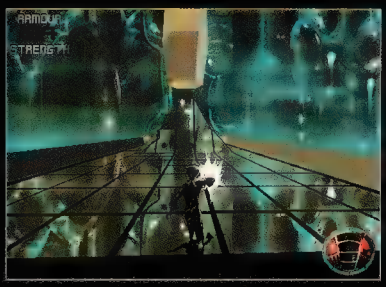

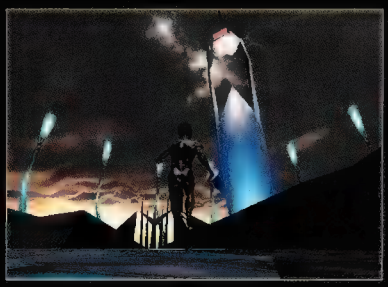

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INTERFACE
Strategy Talk

LETTER OF THE MONTH

Complaint on complaining

Dear EGM²,

Lately, I have been very disappointed in the letters that have been in your Letter of the Month section. Many of these letters are simply restating the same complaints that have been written about in almost all of your latest issues, such as complaints about sequels and how all video games are lacking in substance and not containing the bare essentials like gameplay, plot and depth.

Many game developers still do not recognize this problem, but that is no reason to plague video game magazines with complaints that have absolutely no point. Don't even think about writing to game mags if you haven't written to game companies complaining to them first.

These mainstream gamers are all probably new and want to spend their money on these glitzy games. Many companies, realizing that they don't need to spend their money developing new ideas to please us, just use the same old game structure and add in a new move or speed and expect us to be happy. Many games are clones of older games with new graphics laid over the game as a substitute for gameplay, depth and innovation.

So instead of going on and on, I'd like to say for those of you who do complain about cheapness of gameplay, you are usually the ones in the arcade pumping your quarters into games like DarkStalkers, SFA and UMK3. So, don't complain to us long-time gamers about games you invest in.

By the way, thanks for your great reviews, *EGM²*. Please keep up the good work and don't pollute your magazine with mindless complaining anymore!

Marcin Jaskowiak
San Antonio, Texas

Actually "mindless complaints" (sort of like your letter) are what help change the industry. The complaints are not specific to one area of home or arcade, but about a product and perhaps a market trend. It is true that these people, including myself, should and do complain to game companies. If not, we are all the "us" in your letter who just take whatever is produced. Complacency is not the way to excellence. If people don't make their point, the industry will never need to change, improve or result in a democracy. We, the gamers, should be telling the companies what we want and not the other way around.

Marcin won an Acclaim Dual Turbo Wireless Remote System.

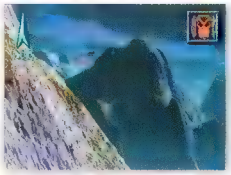
That bastion

Dear EGM²,

I missed part one of your Legacy of Kain strategy guide. In part two, it gave a review of what happened in the last issue. On number 6, it said after you killed Nupraptor to fly to Malek's frigid Bastion.

Well, I killed Nupraptor and want to get to Malek. I tried in bat form, and when I was on the bat form map, I couldn't get to Malek. How do I fly to Malek's Bastion? Thanks for all the help...

Brent Ruiz
Temecula, CA



Malek's Bastion is a fortress set atop a mesa.

GAMERS' FORUM

Gamers' Forum goes above and beyond the normal letters section. Inside, learn who's scored big, gripe about gaming wrongdoings, find out what bigwig said what about [illegible]m, throw around some trash talk, check out the coolest envelope art around and, of course, learn the answers to some of the toughest strategy questions plaguing the gaming world.

As always, write to us at:
EGM² Gamers' Forum
1920 Highland Ave. Suite 222
Lombard, IL 60148

Remember to include your name and complete mailing address when submitting letters for Letter of the Month (even when e-mailing!).

HIGH SCORES

Here is the second high score edition. We'll pick the best scores and post them along with a picture of yourself, if you're bold enough! Here are some editors' average scores—see if you can keep up and blow them away! Look to the previous issue for the last three games. We're only going to do a few to give you guys a chance to start sending in those replies.

***EGM²* High Scores**
1920 Highland Ave. #222
Lombard, IL 60148

Send your high scores to...

Since it's possible to cheat, we are only accepting scores on a VCR tape or a photograph. BTW: When taking a photo, turn off the lights for a better pic.

0325860

Enter the Arcade Mode with the default settings. Play Normal Mode and see how far you can get. No continuing or having a second player join in! You can only fight eight warriors, so your score can only get so high. Use Power Gems and Chains to boost your score.

After you defeat Nupraptor, go north through your home city, Coorhagen. Just due north of that will be a vantage point where you can view Malek's Bastion. You will then be able to fly to it from there.

Beyond...and on

Dear EGM²,

I am stuck in Jonowan Village in the game Beyond the Beyond. In the part where you said that in order to get to the Water Shrine, I must have the statue of Gaea (what on Earth is that?). I found the monument, but it kept saying that there is an empty slot in front of it. The main point here is that I cannot get to the water shrine!

Andy Lim
Selangor, Malaysia

Dear EGM²,

In the December issue, you asked if anyone knew how to get the Magic Bean. Well, here it is: It starts after you escaped from Marion Castle with the cursed Samson. You get to Zalagoon Kingdom, but you are not admitted into the castle at first. You have to wait on the outside for a while until the King is summoned.

Fall down the well and wander through the well to get a key. It unlocks the door at the end of the maze that allows you to talk to Bison. He'll give you instructions then tell you to leave because the King will be ready soon.

Samson will have to take a test of strength to prove that the party is not spies. He will fail because he is cursed. After he fails, the King leaves and the advisor tells you to leave.

Talk to Bison and he will tell you to meet him at the same place you did when you first got into Zalagoon.

This time the Queen will be with him and she will give you the Magic Bean!

Gregory C. Blackshear
Jamaica, NY

Dear EGM²,

Beyond the Beyond has an interesting fighting style that hasn't been mentioned by any magazine. By tapping the X button quickly and at a steady pace, I have had my fighters do a double attack, a single attack, etc.

However, I accidentally stumbled onto another attack. By tapping Down-Left repeatedly at the same time as X, every so often the character would leap into the air (followed by a blue trail) and land on the enemy to do damage.

So, if you have time, could you tell me if there are any other special moves?

James Beaver
via E-mail

Andy: To get the statue, you must get the Moon Stone (in the bottom floor of Arwan's Tower). Take the stone to the Port of Luna Village. Trade the stone and the merchant will give you the statue.

Gregory: Thanks for the tip!

James: We are still checking the special moves. If anyone has some, please write to us.

Clueless...

Dear EGM²,

I called the Nintendo 900 hotline and asked if there were any codes for Shadows of the Empire that would make beating the game on Hard any easier. They said there are NONE!

My question is: Are there any codes for this game, or was the person on the other end of the phone telling the truth?

Michael Lewis
Maysville, MD

Dear EGM²,

HELP! Can I get a code for Star Wars: Shadows of the Empire? Is there any codes for men or ammo? Thank you.

Shawn Pyle
Somerset, PA

Dear EGM²,

I have one question for SotE. In

SPEAKOUT!

Fed with current gaming trends? Is there something that really bugs you about games or the gaming industry? Don't just gripe among friends, do it in public! Send your comments to *EGM²* Gamers' Forum and speak your mind!

Some people say that Tekken better than Virtua Fighter. However, which game was first to combine Street Fighter and a 3-D world into a great-looking and great-playing game? Virtua Fighter! Although Tekken may not be a true clone Virtua Fighter due to the addition of fireballs, it's still pretty much the same as The Sega Saturn is strong competition for Sony. With Sega's great arcade arsenal, Sony better start to worry, because Sega is veteran in video gaming.

Brandon Stewart; Fairmont, WV

There too much coverage given to fighting games.

Sure, these games can be fun, and occasionally—but rarely—there will be one that doesn't seem be a clone of SF2. But why does this genre get more coverage than all other types? I would rather see pages providing more in-depth coverage other types of games!

Hillel Kaminsky; via e-mail

Everybody has the right to voice his/her opinion, but I am getting tired of having to see letters about system bashing. I own nine systems and happen to think they are all great! A system is nothing without the games!

Kevin Smith; Lancaster, Ohio

LET'S GET PERSONAL

In our December issue, we asked our readers to send us pictures of them gussied up in their favorite video game-related Halloween costumes. Here are just a few of those cool costumes we received.

By the way, did anyone deck the halls with a video game theme this holiday season? Send us pictures and we'll put the best ones in the mag!

Our only group Halloween shot came from Laura Smith of Belleville, Ill.

Laura said that her pals are so into UMK3 that they couldn't resist going as their favorite characters. However, she stated that everyone thought they were the Power Rangers!?!

Here is the who's who in the picture: Jade, Amy Forsythe; Sub-Zero, Ryu Ramprasad; Sindel, Missy Ostr; Reptile, Rob Schoener; Mileena, Laura Smith; Rain, Patrick Kinsella; Ermac, Bobby Jones; Baby Sonya, Robyn Kinsella.

Go, go...Power Rangers???

Mortal Kombat characters seemed to be the most popular costumes during the Halloween season.

Froylan, from parts unknown, (above) shows which MK character he wishes he could be.

However, Lee Camara (right) from Atlanta, GA, felt like the real Haohmaru from the Samurai Shodown series after slipping on his costume...right down to his behind-length hair!

Q&A QUESTION:

With Street Fighter III, Tekken 3 and Mortal Kombat IV soon to be released, fighting games are popular genre. But has the genre improved because the latest technology or become stagnant due to the "same-old-thing" syndrome? Write to us with your opinions and we'll publish some the responses in a future issue *EGM²*!

the sewers in the Imperial City, where can I find the quote, "Security Key of some sort?"

Jason Young
Brooklyn, NY

Michael & Shawn: There were some codes in the early version of this game. But as far as we know, all codes were taken out of the game. You can get new goodies each time you beat the game on different difficulty settings, though.

Jason: The security key lies at the end of the series of tall, platform-filled tunnels that Dash must battle through about halfway through the level. You'll find the key in a wall nook of the round room that sits at the end of the last tunnel.

Be careful when in the sewers. You never know what's there!

Lost raiders

Dear EGM²,

I have a question about Tomb Raider for the PlayStation. In the Palace of Midas, how do you find the third lead bar? I found the one in the room with the spikes and the other one in the room with the fire, but I can't find the third one. Could you help me?

Mario Regus
Seaside Hts, NJ

Dear EGM²,

In Tomb Raider, I got in the Cistern. I've collected all of the keys except one silver key that's locked away. It's in the northwest part of the reservoir. If I fill up or let the water out, I still can't get it.

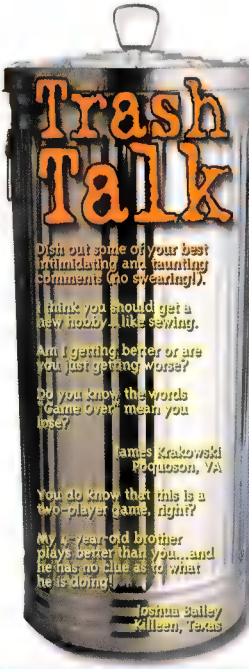
Reggie Taylor
Little Rock, AK

Mario: It sounds like you have found the first and third bar, so to find the second bar, you'll need to go back to the main control room with the five switches on the raised platform.

Flip the switches to open the door leading to another room containing a large wooden column. Jump across it. Go through another passage which leads to a pond containing gators. Shimmy across to the other side.

Eventually the passageway leads to a room with lots of wildlife. DO NOT FALL DOWN! Jump across to the ledge on the right. This will lead you to another room with a pool.

The coliseum's rooftop is where you'll find the last bar.



Trash Talk

Dish out some of your best intimidating and taunting comments (no swearing!).

I think you should get a new hobby... like sewing.

Am I getting better or are you just getting worse?

Do you know the words "Game Over" mean you lose?

James Krakowski
Poquoson, VA

You do know that this is a two-player game, right?

My 4-year-old brother plays better than you...and he has no clue as to what he is doing!

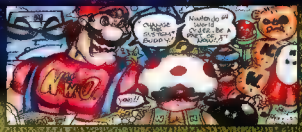
Joshua Bailey
Killeen, Texas

What If?

Okay, here's another chance to let your creativity really shine! Send your "What [illegible]" in and maybe they'll get published in our mag! All you have to [illegible] is think of the weirdest possible thing you can imagine and write it down! Easy enough!

This issue's What If section [illegible] devoted to Giuseppe Contelli of Holland. Never in the histo[illegible] of EGM² have we seen such dedication to a section, especially from another country. As the master [illegible] What [illegible] here are just a few [illegible] his creations. Some made us laugh, others made us wince and a few made us say, "Huh?"

continued on page 22



Joseph Morrison
Bloomingdale, GA

EGM² Letter Art

Where Creativity, Your Favorite Video Game and A Stamp Can Make You Immortal*

Anne Pelletier
Boucherville, Quebec

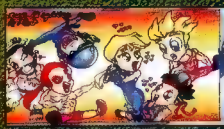
Abelardo C'asuga, Jr.
Philippines

Tito Matos
Central Islip, NY

winner

Christopher Dinardo of Tucker, GA, won an ASCII Specialized Control Pad for the PlayStation.

Put your creative skills to the test by decking out a plain flip envelope (you know, the long, business type) with your own unique touch. Send your letter art submission to: *EGM Letter Art*, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148.



Walky Jean-Pierre
Miami, FL

*Or at least get you in the magazine and win a controller from ASCII (Print Prize Only)

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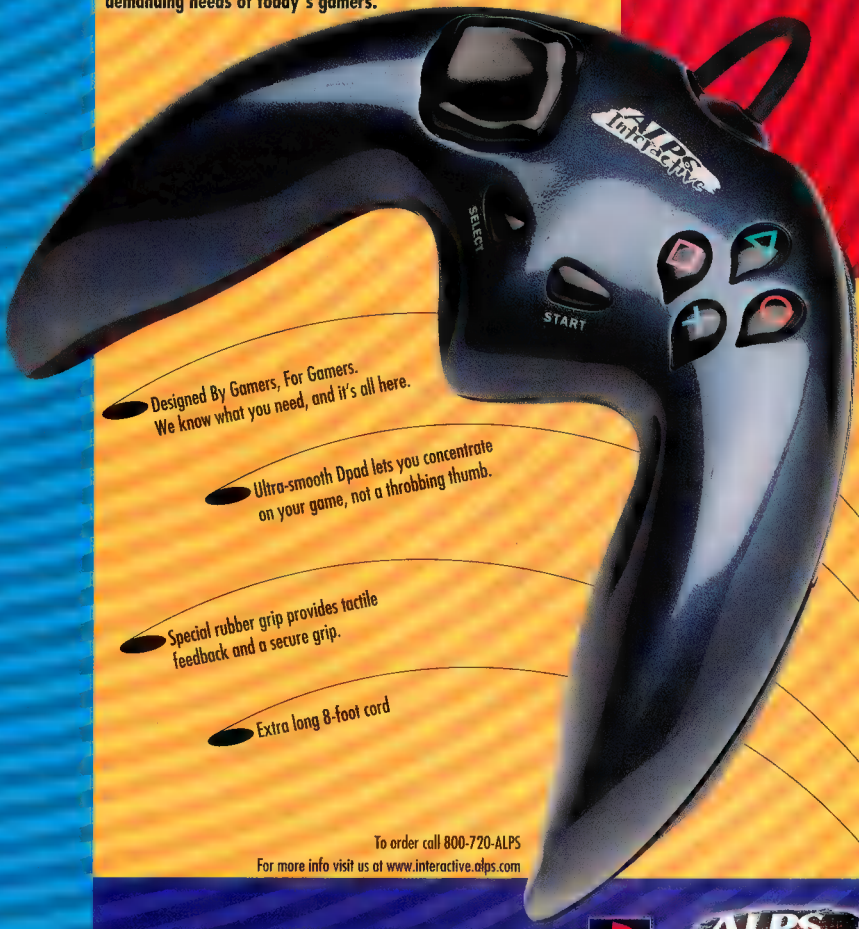
GAMEPAD



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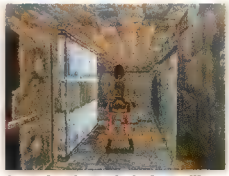
PlayStation

ALPS Interactive



Look for the switch that will lead you to the key!

Swim through the pool while avoiding the gator. This will lead you to a ledge where you can jump to the roof of a coliseum. At the end of the roof is the bar.

Reggie: You should already have the two rusty keys. Use one of them on the left rusty door on the western side. In here, you should find the switch to obtain the silver key.

Next, look for a switch on the eastern side on the top floor that will raise the water of the main room. Swim across to the west side again to the other rusty door and grab the gold key.

In a small tunnel in the main pool area, you'll find the second silver key!

Baby massacre

Dear EGM²,

In the February issue (#32), I read about the "babality massacre" (in MKT for the N64) where the character turned into a baby then grew back and exploded. Well, it isn't a glitch. Here is how to do it:

Let's say that the first player wins, then he/she should do the babality. When the second player, he/she should press and hold High Punch, Low Punch, High Kick and Low Kick at the same time. The baby will grow up and explode.

You can do this anywhere and with any character. This is how you do the "babality massacre!"

Adam Schneider
Cincinnati, Ohio

Allegedly, gamers have confirmed that this is a move. Can anyone else perform it?

Hidden people

Dear EGM²,

Is there a strategy guide for Suikoden? It's tough trying to find all 108 characters.

Jesse Martinez
Austin, Texas

In our February issue we showed all 108 characters.

***Please note that we receive thousands of letters daily, and, although we would like to, we cannot answer each one personally. This also means we cannot send codes or tricks to gamers...even if gamers send money! If you have any questions and/or problems with your *EGM²* subscription please write to:
EGM² Customer Service
P.O. Box 55371
Boulder, CO 80328-5371

...they made a Zooper vacuum cleaner?
...NiGHTS caused nightmares in kids age 7?
...the Toastyman was found deep down in the lakes of Wave Race 64?
...Sonic cruised the USA as a hedgehog? (Would he be sharp enough?)
...Sushi-X's nickname was Very Large Boo? (Confusing? No he's handsome.)
...the M2 was worth half the subscription price of *EGM²*?
...Luigi was hidden under Mario's hat?
...Dr. Wily was Mario's father?
...SF stood for Satan Fighters where BloodStorm was life and Gauntlets your outfit?
...Mario was eaten by the eel and met Pinocchio?
...I told you Blast Chamber stinks? (Burritos!)
...Mega Man was half mega and half man?
...Certain video games deserved to be thrown into fireplaces? (Now they're hot!)
...Rain preferred dry farming?
...BloodStorm was released by Stephen King?
...Boogerman was inside the Happy Meal box at McDonald's?
...Jago lost his pants? (Riptor stole them—he wanted to change something in his life.)
...ID was a day in May? (May Day!)
...Editor in Chief Howard Grossman cut his hair? *(Blasphemy!!!)*

STRATEGY UPDATES

Have you missed an issue or simply gotten an older game and want some strategy or tips? Well, here's a brief and condensed listing of the games that we have covered in the last six issues (six months). Now you can see if you missed any info or if you just got into one of the older games a little later and need some help.

For a list of available issues and ordering instructions, send a S.A.S.E. to:

EGM² *Back Issues*
1920 Highland Ave. Suite 222
Lombard, IL 60148

ISSUE #27
tetris attack
pilotwings
super mario
nights
crash bandicoot
beyond the beyond
tekken 2 part 2
star gladiator update
aqua jet

ISSUE #28
super mario 64
die hard trilogy
crash bandicoot
sfa2
die hard arcade
prop cycle
tetris attack
puzzle fighter 2

ISSUE #29
vf 3
sfa2
mk trilogy/UMK3
tobal no. 1
ki gold
kof '95/'96
tekken 2
war gods
star gladiator
vf kids
iron & blood
legacy of kain
spot goes to hollywood
project overkill
final doom
tecmo's deception
blast chamber

ISSUE #30
mk trilogy/ultimate mk3
x-men vs. street fighter
tekken 2
vf 3
sfa2
black dawn
powerslave
disruptor
tomb raider
legacy of kain
king's field 2
pandemonium!
super mario 64
crash bandicoot
madden '97
nights
cruis'n the world
wipeout xl
motor toon grand prix

ISSUE 31
twisted metal
tomb raider
dragon force
persona
daytona championship
virtua cop 2
virtual on
sonic 3d blast
soviet strike
perfect weapon
samurai shodown IV
wave race 64
destruction derby
dkc3 part 1

ISSUE #32
mario kart 64
shadows of the empire
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mega man 8
command & conquer
dkc3 part 2
san francisco rush
alpine racer 2
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Top 10 Reasons Why Star Wars: SE Rules:

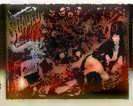
1. Lord Vader
2. The Force
3. Entire Prologue
4. Jabba Sez Hell!
5. Wise Elders
6. Unknown Number
7. Rubi Fell
8. Gran Moff Tarkin
9. Mos Eisley
10. Leia's Rescue

Arcade Games

1. **X-Men Vs. Street Fighter** Capcom
2. **Golden Tee 3D Golf** Incred. Tech
3. **NBA Maximum Hang Time** Midway
4. **Tekken 3** Namco
5. **Metal Slug** SNK
6. **Striker 1945** Worldwide Video
7. **World Class Bowling** Incred. Tech
8. **Namco Collections Vol. 2** Namco
9. **Pang** Worldwide Video
10. **Super Puzzle Fighter 2** Capcom

Courtesy of *Replay Magazine*, February 1997

Pinball Games



1. **Scared Stiff** Bally
2. **Attack From Mars** Bally
3. **Space Jam** Sega
4. **Arabian Nights** Williams
5. **Addams Family** Bally
6. **Airborne** Capcom
7. **World Cup Soccer** Bally
8. **Apollo 13** Sega
9. **Independence Day** Sega
10. **Star Trek** Williams

Courtesy of *Replay Magazine*, February 1997

Console Games

1. **Mario Kart** Nintendo
2. **Dragon Force** Working Designs
3. **SF Alpha 2** Capcom
4. **Tomb Raider** Eidos
5. **Soul Blade** Namco
6. **Tetris Attack** Nintendo
7. **Tekken 2** Namco
8. **Super Mario 64** Nintendo
9. **Command & Conquer** Westwood Studios
10. **Suikoden** Konami

Readers' Top Fives

Jordan Gonzalez
Shreveport, LA

1. MKT
2. Tekken 2
3. Tomb Raider
4. Soviet Strike
5. DKC3

David Stephenson
Cookeville, TN

1. KI Gold
2. Cruis'n USA
3. NBA Max. Hangtime
4. MKT
5. King of Fighters '95

Tyler Kennedy
Atlanta, GA

1. X-Men Vs. SF
2. Tekken 2
3. SFA2
4. Tetris Attack
5. Mario Kart 64

Peter Chorba
Hamilton, NJ

1. Star Wars: RA
2. Crash Bandicoot
3. Madden '97
4. MKT
5. Legacy of Kain

Randy Woods
South Bend, IN

1. Star Wars: SotE
2. Mario Kart 64
3. MKT
4. Super Mario 64
5. DKC3

Editors' Top Fives

Howard "Krusty" Grossman

1. Diablo
2. Norse by Norsewest
3. Rampage World Tour
4. Blast Corps
5. Rubic's Cube

Mark "Homer" Hain

1. Tomb Raider
2. Street Fighter EX
3. MechWarrior 2
4. Rampage World Tour
5. Candyland

Scott "Itchy" Augustyn

1. Suikoden
2. Star Wars: SotE
3. Diablo
4. Vandal Hearts
5. W. Gretzky's 3D Hockey

Andy "Sideshow Bob" Baran

1. Laser Quest
2. Q-Zar
3. Blast Corps
4. Diablo
5. Twisted Metal 2

Tim "Disco Stu" Davis

1. Mario Kart 64
2. Soul Blade
3. Tomb Raider
4. Turok: Dinosaur Hunter
5. W. Gretzky's 3D Hockey

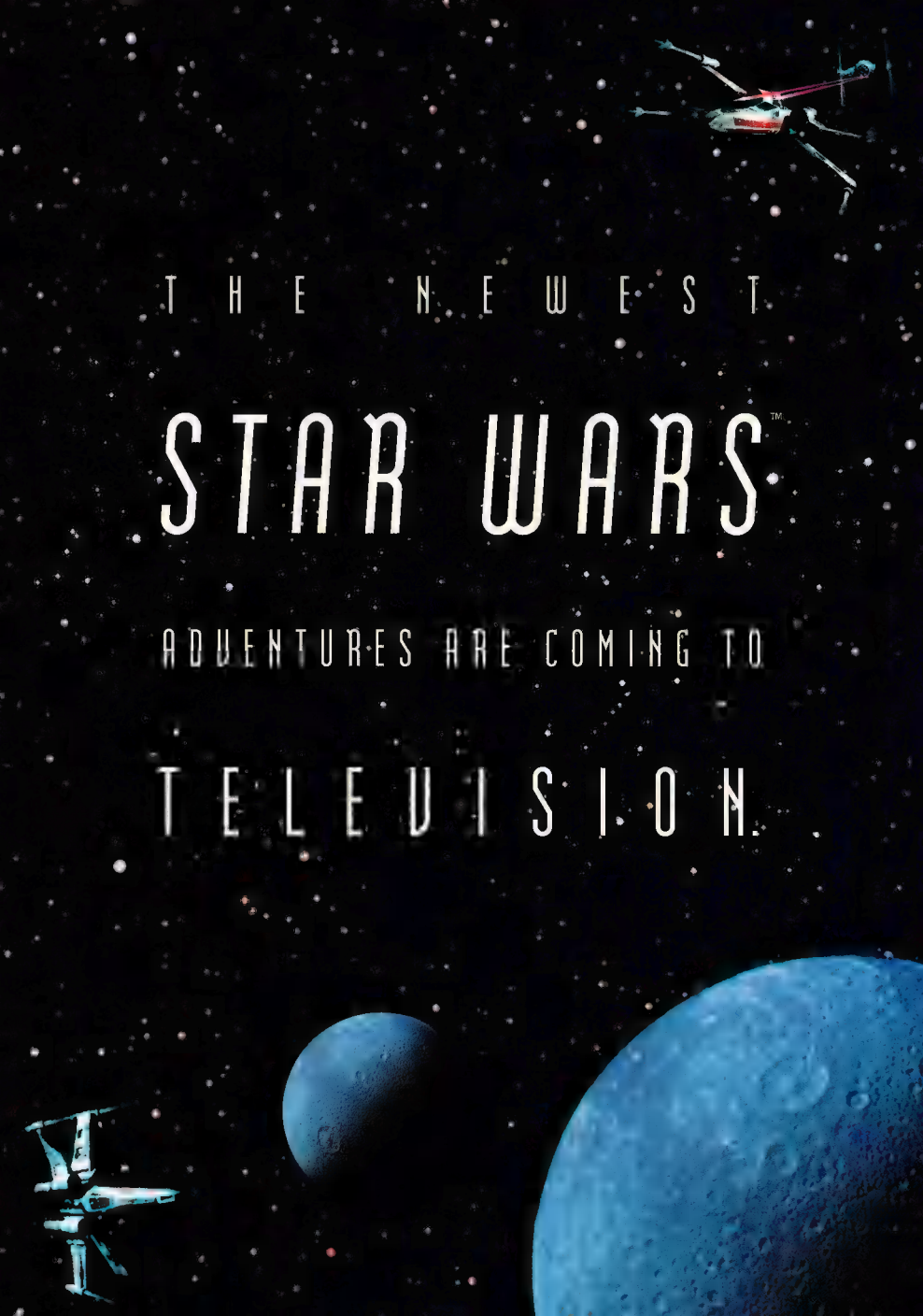
Dave "Smithers" Ruchala

1. Dragon Force
2. Elders Scroll 2: DF
3. Harpoon '97
4. Iron Storm
5. Norse by Norsewest

BEAT IT!

Do these guys really play games? The answer is yes! Here's a list of the 10 most BEATEN (not played) games.

1. Tetris Attack
2. Tekken 2
3. Star Wars: SotE
4. Super Mario 64
5. MKT
6. SFA2
7. Twisted Metal 2
8. Mario Kart 64
9. Tomb Raider
10. Dragon Force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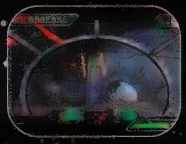

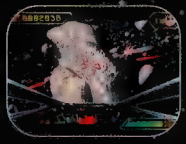

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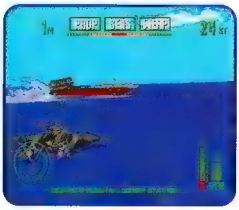
Coming Soon

For all of you maniac gamers who can't wait to see what's coming up in the next couple of issues, here is a quick look ahead to the next month or so. Unlike the Next Month section, these games may not be in the immediate future, but you can be sure *EGM²* will blow them out with maps, tips and tricks like no other.



Tiger Shark

This hot new 3-D shooter has you fly through the skies and sail the oceans of the world. It is fast paced and will test your mettle as you tackle armored opponents on all sides. When the action gets too intense, submerge beneath the ocean's waves. Look for the complete blowout of Tiger Shark with maps and strategies.

Broken Helix

Konami's latest shooter is more than a Doom cloce, its a fast-paced game with lots of puzzles. Set in a maze of corridors within Area 51, you start out with a simple mission to stop a terrorist. As the story unfolds, you'll realize that much is at stake. Broken Helix is no stroll in the park, so we'll be giving you a walk-through and some maps to help you out.

City of Lost Children

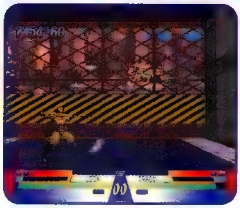
Join Mejitte and her friend, a circus strongman, as they try to save a young boy from the clutches of a dream-stealing old man. Based on the movie of the same name, CLC combines an intricate plot with beautiful graphics straight from the film. Stuck at the puzzles inside? Have no fear, help is on the way.

Blast Corps 64

Can you stop a warhead from annihilating the world? Join the Blast Corps on the N64. Use a variety of vehicles—from a bulldozer to a mech—to destroy all of the objects in the path of a roving death machine. Blast Corps combines strategy with mindless mayhem for one hell of a game. We'll show you the latest dirt on how to get past the hardest levels and the hidden cars.

Mega Man Battle & Chase

Mega Man Battle & Chase is a racer along the lines of Mario Kart. Join our favorite robot hero as he competes against a plethora of mechanical baddies. What's cool is that you can strip down an enemy car and equip your car with its parts. What works best with which level and other strategies will be uncovered by our racing experts. Look for it soon!

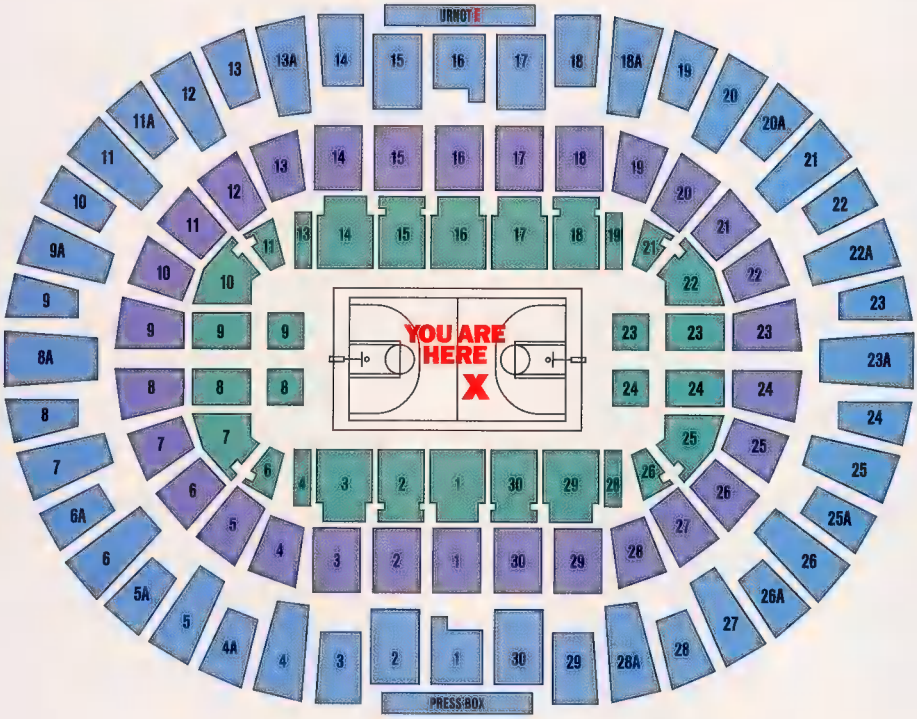


Toshinden 3

Toshinden 3 is almost here, and it sure does rock. With 33 characters in all, you will find hidden moves and secret warriors. If you thought the previous 3-D fighters were intense, you haven't seen anything yet. Guess what? No more ring-outs! Now you can use all-new juggles to pummel your foes senseless. If you're searching for some fighting thrills on your PlayStation, look no further.

Fighter's Megamix

This is the last word in Sega fighting games. Hosting an impressive lineup of characters from nearly every "Virtua" game in existence, players will now be able to pit the characters of Fighting Vipers and Virtua Fighter against each other for the first time. This hot CD has plenty of hidden fighters, including the car from Daytona! All secrets will be revealed.



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No air blocking?

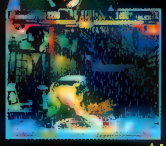
In the nitty-gritty here. SF3 is not quite what we'd all hope (what'd you expect with that much hype?), but some changes are good. The only air blocking in this game is the new blocking technique--hold back until hit, then IMMEDIATELY tap forward. You will blink, and be able to quickly attack.

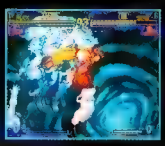
Necro

Dhalsim wanna-be of sorts, Necro is not extremely useful. He bends and has range, but is pretty darn slow.

Oro

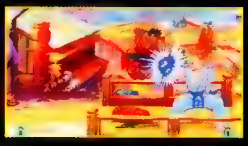
Same useful factor with Oro. He's got three different fireballs and a Vertical Dragon Punch. Whew hoo!!!!





Alex

Straight from Capcom, Alex is supposed to be the main character SF3. He's mainly a grappler, but he's learned from old-school guys like Zangief, Adon and Birdie (each Super is takeoff one).

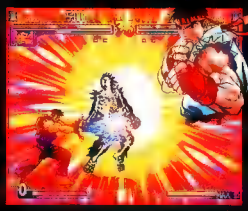


Elena

An African warrior princess, Elena has absolutely ZERO Punch moves. This by no means makes her useless--all buttons are Kicks, and there are some MAJOR combos to be created. She also has a Healing Super Art!

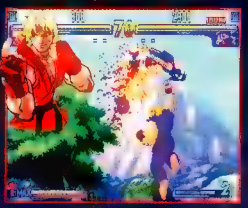
Ibuki

One of the best new characters, Ibuki is yet another daydreaming, carefree schoolgirl who can kick your butt. Rumor has that she is related to Geki from Street Fighter 1. Her offense/defense are well-balanced, and she's the only one with an air projectile.



Ryu & Ken--AGAIN!

Ryu still searching for the perfect balance in his life, and Ken's a papa now with strict orders from the ball-n-chain to only take part fights if Ryu is there. Are they different at all?!? Well, no more Air Hurricane Kicks to start. Ryu gains Super Dragon Punch, as well as Ken gaining a Hurricane Super. Ken's also lost his roll. Pretty much the same.



Dudley

Balrog you say? Not bloody likely! This guy WAY better than Balrog ever was. Dudley is rich businessman who loves to beat you to pulp. His moves seem to mimic the other boxers in the SF series, except his speed is impressive.

Sean

Automatically one of the most powerful in the game, Sean the apprentice Ken. He's near-invincible as he's a Shotokan fighter with a dash that goes through fireballs!! (Ouch.) This guy sure to be favorite.

Yun & Yang

Why have identical twins in SF3? To make a claim having 11 characters? Who knows. Yun and Yang are good characters, and their fighting style similar to Gen's. Use Kicks to select Yang and Punch for Yun.

HANDS-ON FIGHTING

Opinion 1: I have to agree with everybody else in saying this game should've been called Street Fighter 4. What's even more frustrating is that SF3 is actually a great game. Other than the fact that Ken and Ryu can't two-in-one a Low Roundhouse into a special move or super art (sacrilege!), this game captures the "chess-match" strategic gameplay and "pixel-perfect" precision that is a hallmark of all SF games.

Opinion 2: If SF3 was "new," fighting game I would give it an enthusiastic thumbs-up. But from this early beta, it's not—it's the sequel we've been waiting years for. It seems Capcom approached this game as if they had SFA3, SF3 or DS3 all on the table and said "Hmm, I guess we'll do SF3." I'd have to say SFEX excites me more so far, and that is depressing

Opinion 3: It is still the best fighting engine of all time, but this is just a sequel, not the elusive "three" I was expecting..too bad. It plays more old school but not different enough!

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Xiaoyu

Get ready for a real pain in the butt. Xiaoyu is incredible. She's fast, fairly powerful and totally unpredictable, thanks to her fighting stance.

Jin

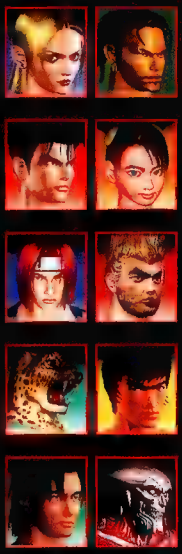
Jin is the son of Kazuya and Jun (which is fairly obvious once you play). He mimics his pappy quite a bit, with even more punches!

Hwoarang

A student of Baek, he plays quite a bit like him, however Hwoarang has some really cool punch combos as well as more kick combos!

All New

Tekken 3 is finally on test and able to be played. The game is awesome--sort of. Any fan of Tekken 2 couldn't possibly dislike T3. Unfortunately that's because they're so similar. Some of the new characters are cool, and you can dodge up and down. Enjoy!



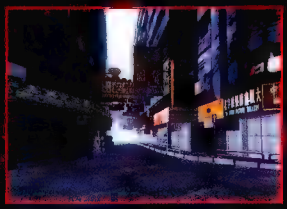
Yoshimitsu

What the hell happened to this guy?! Well, at least he plays the same. With subtle 10-hit differences and a stupid-looking pogo sword move.

Lei

Lei's been training. He now has different fighting styles such as Drunken Monkey and more! This brings on new throws and combos too!

New Graphics New Moves



They were motion captured to guarantee realism, and it does. The backgrounds are fully rendered as well and are just awesome. Obviously, all the characters have new moves. For instance, Lei has several fighting styles.

Even though Tekken 3 is nothing revolutionary, the graphics have definitely improved. No longer are you playing with the Lego versions of your favorite characters.

Been There Done That?

These characters are almost exactly the same. Yes, some aren't the same characters as in T2 (King and Forest), but they're fast learners since they are the same characters with a few new moves. Further play may reveal more.

Paul Phoenix

He may look like Jim Morrison, but he ain't dead. He has new elbows, but basically he's the same as Paul.

Nina Williams

Nina ages the best of any known woman in the world. Looking the same, with some new breaks!

Forest Law

Boy, Forest's old man sure was cheap. Like father like son, he's got his pappy's moves and new ones!

King

King was killed in T2, but stepping to the plate: a kid who can do all King's moves! Convenient!

Hands-On Fighting

Opinion 1: A better name for this game is Tekken 2 Turbo. This may seem harsh, but I was hoping for something a little more "groundbreaking." Don't get me wrong, Tekken 2 was the best 3-D fighting game ever, and I wouldn't know what to specifically change in a near-perfect fighting engine. What I do know is as good as Tekken 2 was, I'M GETTING FRIGHTFULLY TIRED OF FIGHTING GAMES!!! Therefore, my needs exceed being able to dash up and down. Keep in mind that this game is only 60 percent complete. There could very easily be important changes to come. Personally I hope the changes are in some of the characters, as most Tekken 2 masters would be able to master this beta in a very short time.

Opinion 2: A sequel should be close to the original but it needs new innovations (the dodge has been done to death). It's a great 3-D fighter and it plays well but almost too similar. I like some of the new moves, but it needs more original fighting styles.

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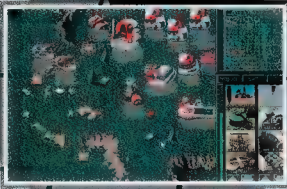

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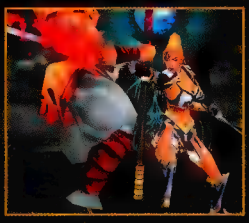
MACE
the Dark Age

Voodoo'd Graphics

Mace is the third game to carry the Voodoo graphics card, creating the spectacle that this game. The previous ones were Wayne Gretzky and SF Rush.

Real Blood and Guts

Unlike many fighting games, there isn't gratuitous blood all over the place. However, there also isn't any absence realism in the blood-spurting slashes and cuts. The blood tactful and well-done!

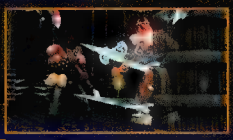


Incredible Moves

Throws, SF motion specials, button-tapping chain combos and incredibly illustrated moves are all your disposal.

Obstacles and NO Ring-outs!

All fighting games deal with the edges the ring in one three ways: Ring-out, imaginary walls or infinite corridors.



Mace the first game that has dangerous items outside the ring (spikes, lava, etc.) that simply take energy from you until you become extremely weak.

HANDS-ON FIGHTING

Opinion 1: 3-D fighters are usually just "tappers," but this has tap and SF type of moves and combos. Also, great graphics and unique areas give it lot of potential.

Opinion 2: This game is just incredible. The gameplay needs tweaking (it plays a bit loose), but the characters and the graphics (thanks to Voodoo) are awesome. The new way they handled "ring outs" and the interaction with the background are definite pluses.

MOVES BATTERY

Street Fighter III NEW GENERATION

Alex
Flash Jump: QCF+AP
Air Knee Smash: DP+AK
Power Bomb: HCB + AP
Air Stomp: Charge D, U + AK
Flying Cross Chop: (in air) D + FP
Chop: F + SP
Head Butt: B + FP

Sean
Ryu Bi Kyaku: QCF + AK (repeat)
Sean Tackle: QCF + AP (hold button)
Tornado: QCB + QK
Dragon Smash: DP + AP

Ken
Fireball: QCF AP
Dragon Punch: DP + AP
Hurricane Kick: QCB + AK
Inazuma Kakatowari: F + FK

Oro
Jinchu Nobori: (in air) QCF + AK
Jinchu Warari: (charge) D, U + AK
Niouriki: HCB + AP
Oniyanma: (charge) D, U + AP
Nichirinisho: (charge) B , F AP

Dudley
Machine Gun Blow: HCF + AP
Ducking Straight: HCF + AK AP
Ducking Uppercut: HCF + AK + AK
Jet Uppercut: DP + AP
Cross Counter: HCB + AP
Step Straight: F + FP
Lever BLow: F + FK
Chopping Punch: F + RK

Elena
Rhino Horn: QCF AK
Scratch Wheel: DP + AK
Mallet Smash: QCB + AP
Handstand Kick: F + SP
Sliding: DF + RK

Ryu
Fireball: QCF AP
Dragon Punch: DP + AP
Hurricane Kick: QCB AK
Chop Down: F + SP

Ibuki
Kohou: QCB + AP
Kubiori: QCF + AK
Kazekiri: RDP AK
Tsumuji (triple kick): QCB + AK, AK
Kunai: (in air) QCF + AP
Atama Kudaki: F FK
Kaikyaku Geri: F RK
Oiura Ken: FP, FP

Necro
Tornado Hook: QCF AP
Snake Fang: QCF + AK
Fang Viper: QCB + AP
Rising Cobra: QCB AK
Electromagnetic Blast: DP + AP (repeat)

Yun/Yang
Senkyu Tai: QCF + AP
Ze Sho Hohou: QCF + AK
Kobo Kushi: QCB + AP
Zenpou Tenshin: QCB AK
Senpuukyaku: B + FK
Raigeki Shu: DB or DF + AK

Tekken 3

Ling Xiaoyu
Storming Flower: db + LP
Raccoon Swing: f, f, + LK
Fire Dancing Combo: LK LP, RK
Art Phoenix: d + LP, RP
Art Phoenix Combo: (during Art of Phoenix) RK,. LK
Art of Phoenix Finish: (during Art/Phoenix) df+RK,RK

Yoshimitsu
Door Knocker: df+LP, LP, LP, LP
Indian Style: (D) + LP RK
Kangaroo Kick: RK, LK
Shark Attack Blow: f, f + LK + RK, LP + RP, LK + RK
Knee Cap: (crouching) (DF) + LK

Nina Williams
Wipe The Floor: (DF) RK
Can Opener: uf + RK, LK, RK
Geyser Combo: db RK, LK
Panther Claw: f, (F) + RP
Assault Bomb: df + LK, LP, RP, (F) + LP + RP

Forest Law
Rave War Combo: RP, RP, RP
Back Flipper: LK + RK, LK
Elbow Combo: db + RP, RK
Devastator: db + RK
Junkyard Kick: b + RP, LK, RK
Catapult High Kick: (UP) + RK

Hwoarang
Machine Gun High Kick: LK LK
Hot Feet: RK, RK, RK, RK
Flying Eagle: LK, RK
Power Blast: (F) + LK, LP + RK
Bird Hunter: d + RK, RK

Eddie Gordo
Boomerang: f (F) + LK, RK
Satellite Moon: RK, LK
Fruit Picker: db + LK, RK
Rewinder: LP, RP
Hot Plate Special: (during rewinder) LK

Paul Phoenix
Bone Breaker: + RK, RP
Neutron Bomb: f, f + RK
Flash Elbow: (F) + RP
Thruster: d, df, f + LP
Hammer Power Punch: d+LP, RP

King
Exploder: LK, RK
Stagger Kick: d+LK+RK, RK, RK
Frankenstiener: df + LK + RK
Jack Hammer: (F) LP RP
Disgraceful Kick: (B) + LK
Break Neck Speed: (during side step) LK, RK

Lei Wulong
Rave Spin: db + RK, RK
Tornado Kick: LK, RK
Clean Sweep: RK, LK
Snake Bite: (B) + LP + RK, RP, RP, RP
Kiss My Fist: f + LK, RK, LP
Staggering Slide: f + LK + RK, LK + RK
Flip-Flop: (turning your back) LK + RK, LK + RK, LK + RK

Jin Kazama
Flash Punch Combo: LP, LP, RP
Stonehead: f, (F) + LP + RP
Tooth Fairy: (during sidestep)RP
Dragon Uppercut: f, d, df + LP
Lightning's Uppercut: b+LP+RK
Demon Scissors: RK, LK
Roundhouse To Triple Spin Kick uf + RK, RK, RK, RK
Demon's Paw: f, f + RP
Shoot The Works: LP,RP,LK,RK

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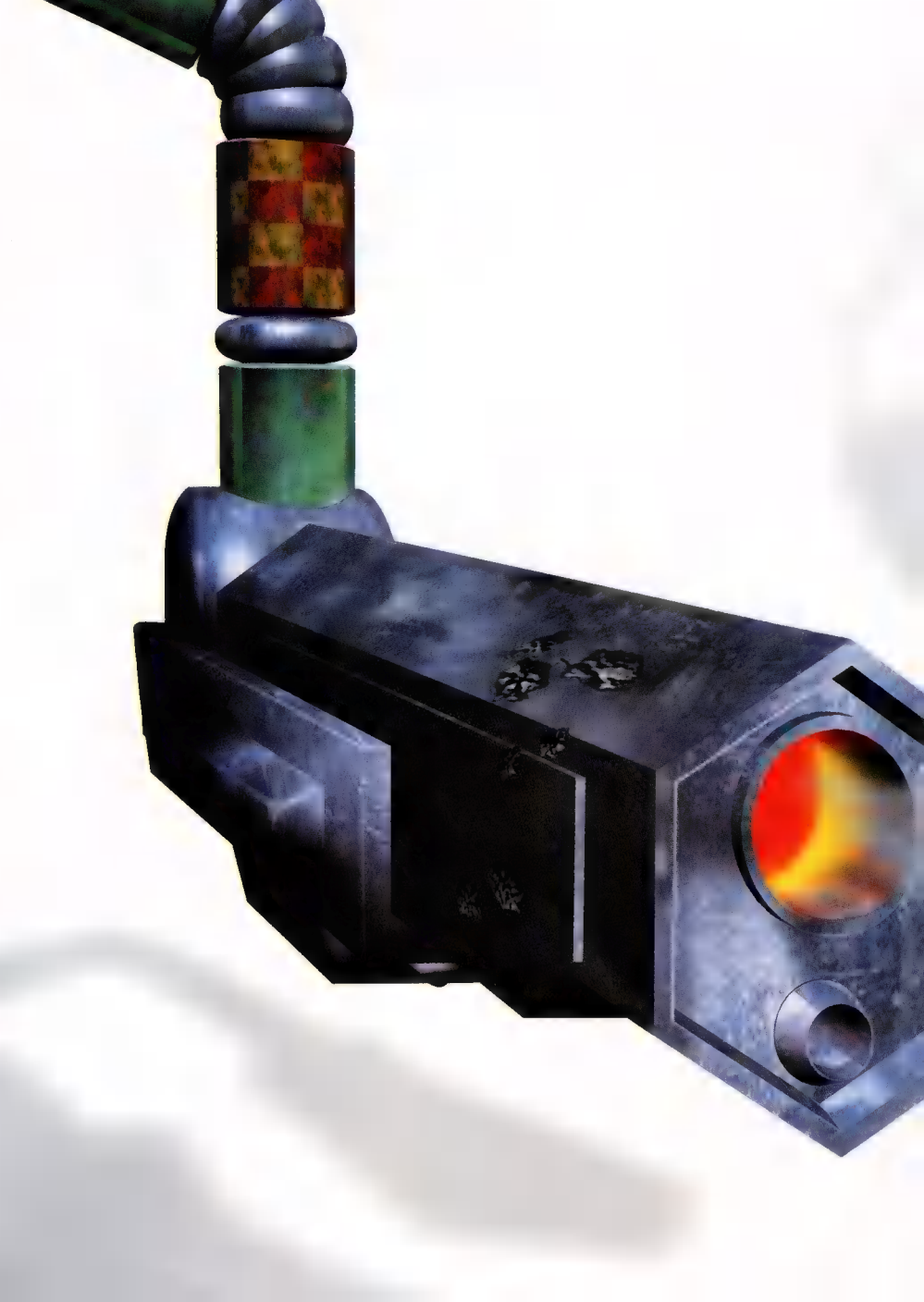

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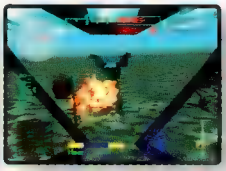

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tricks of the trade

trick of the month

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CONTEST RULES: 1) No Purchase Necessary. To enter, write a letter or standard post-paperboard postcard with your name, address, and phone number together with your best trick (video or any video game or "Tricks of the Trade", 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. Illegible, incomplete or late entries or entries not in accordance with the rules shall be deemed ineligible. No handwritten reproduced entries will be accepted. Entries must be received by March 31, 1997. All entries become the property of Sponsor and will not be acknowledged or returned. Sponsor assumes no responsibility for lost, mutilated, late, illegible, misdirected, incomplete, or stamped entries. Sponsor reserves the right to cancel the contest at any time with appropriate notice. Only one prize per family, organization, or household. 2) Prizes: Five Prize Winners will have their name and trick displayed in the magazine and will receive a video game controller (approx. retail value $20). Top Prize has no guaranteed retail value (if with Grand Prize Winner). One Grand Prize Winner will receive the Top Prize (already one of the following packs of Sponsor's video games (1) NINTENDO: One (1) NINTENDO PACK, One (1) SUPERNINTENDO or One (1) SEGA TOPMOST). Grand Prize has an approximate retail value of up to $1000. Winners will be selected by a judging panel whose decisions are final. Winners agree to release from all said entities several. Entries will be judged on the following criteria: (a) Originality (25%), (b) Practicality (25%), (c) Accuracy (25%), (d) Clarity of Explanation (25%). Judging is to take place on or about March 31, 1997. Winners are to be notified by mail. Prizes are non-transferable. No substitution of prizes are allowed, except at the option of Sponsors should the listed prizes be not available. 3) Odds of Winning: Depend on the number and the value of entries will be determined by number of and entries received. 4) Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Employees and their immediate families (including spouses or children of the employees) employees of affiliates will result in disqualification. Winners must sign affidavit of eligibility and release of liability or publicity within 3 days of receipt or forfeit prize. By acceptance of prize, winners agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, except prohibited by law. Employees of Ziff-Davis Publishing Company, Interact Accessories and their respective affiliates are not eligible. Neither Ziff-Davis Publishing Company, Interact Accessories nor their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, losses, expenses, that contestants might have due to such entries, contest or receipt of prize. Winners accepting prizes agree that all prizes are sold "AS IS" by Ziff-Davis Publishing Company, Interact Accessories and their agents, representatives, and employees will have no liability whatsoever for any losses, injuries, or damages of any kind resulting from acceptance, possession, or use of the prize. 5) Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the contest for which the winners list is requested to "Tricks of the Trade Winners List", 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. Requests for winners lists must be received by the 10th day of each month following the calendar date of the publication. Allow 4 weeks for delivery of requests lists. 6) Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply. 7) Sponsor: This contest is sponsored by Ziff-Davis Publishing Company and Interact Accessories, Inc. ©1997 Ziff-Davis Publishing Company. All Rights Reserved. Patent in USA.

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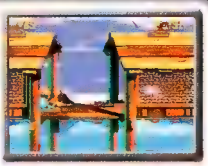
DONKEY KONG COUNTRY 3

System Super NES **Publisher** Nintendo

At the Game Select Screen, enter the code to bring up the Cheat Menu.

Then enter the various cheat codes for different results.



The Lives code will begin your game with lives!

It seems like this game is just chock-full of great codes! Just enter the Cheat Enable code first. To do this, go to the Game Select Screen and press buttons: **L, R, R, L, R, R, L, R, L, R**. An Enter Code Screen will appear. Now, enter any of the following codes in the space given to receive various cheats and effects in the game.

Enter **MUSIC** for a Music Test.
Enter **LIVES** for 50 lives at the start of your game.
Enter **COLOR** for a change of clothes on Dixie and Kiddy.
Enter **MERRY** for Christmas music on the Bonus levels.
Enter **TUFST** for no Continue barrels.
Enter **ASAVE** to automatically save after completing a level.

Alex Verhoeven
Manila, Philippines

You will also be able to access a Music Test using the Music code.

Cheat Sheet

Cheat Codes

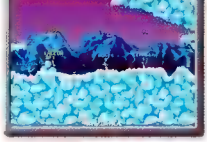
After entering L, R, R, L, R, R, L, R, L, R at the Game Select Screen, enter the preceding cheat codes to receive various results in a game.

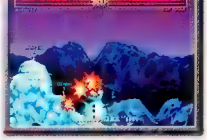
POWER TRIP

WORMS

System PlayStation **Publisher** Ocean

Just turn the timers off in the Options and then enter the weapon code in Weapon Options: press Square + X (nine times). Then pause within a game, press Select and click on Extra Time. All worms will be reduced to one hit point. You should find this trick quite useful.





Use an airstrike to wipe out the rest of your opponent's worms!

Cheat Sheet

Strategy Trick

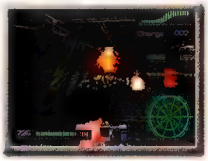
Follow the cheat above, so you will be able to reduce all worms on the battlefield to one hit point. Use your airstrike to blow the other team away.

POWER TRIP

ALIEN TRILOGY

System Saturn **Publisher** Acclaim

Enter the Weapons code here at the Password Screen.



Once activated, you will begin your game with all weapons!

Enter the Invincibility code here at the Password Screen.

Just because you're a cruel, vicious sharp shooter doesn't mean you could go without a couple of great codes to add to the fun. To gain Invincibility and All Weapons in a game, enter the following passwords at the Password Screen and then begin your next game.

For All Weapons enter: **F1SH1NGFORGVNS**.
For Invincibility enter: **FVNKYG1BBON**.

If entered correctly, "Cheats Activated" should then appear on the Password Screen. Then you can begin your game. Both passwords can be entered within the same game.

Invincibility will become a useful tool against worthy opponents!

Cheat Sheet

Invincibility
Weapon Cheats

Here are a couple more to try if you don't already have them: FLYTO?? (The ?? is the level you wish to play in) and F1LLMYPOCK1TS for Ammo.

POWER TRIP

Wayne Gretzky 3D Hockey

System [illegible]
Publisher [illegible]
Cheat Sheet Special Teams

Here's a simple way to access hidden teams within the Team Select Screen. Just enter the code below at the Options to access them.

This code will allow you to access four new teams at the Team Select Screen. To bring them up, go to the Options Screen and enter the code. Hold the L button and then press on the C buttons: Right, Left, Left, Right, Left, Left, Right, Left, Left. If done correctly, a series of numbers will appear at the bottom of the screen. Then go to the Team Select Screen and scroll through the teams until you reach the hidden four: USA, Canada, 99ers and the Williams team.

Rob Blain; Toronto, Canada

Enter the Team code to select four new teams to play as!

Destruction Derby 2

System [illegible]
Publisher [illegible]
Cheat Sheet Access All Tracks

Remember some of those old Derby codes from the first game? Well this one isn't much different. Just read the following to access all tracks.

I sense a little bitterness with this code. This code will access all those tracks that you normally can't unlock, such as "Black Sail Valley," without having to compete and complete a division. To access the tracks, using controller one, go into the Race Mode Screen and select either Wrecking Racing or Stock Car Racing. Then select "Championship" at the Race Type Screen. You will enter a Name Entry Screen. Here enter your name as: **MACSrPOO** and then hit END. You should appear at the Main Screen and the Track Option will have a red cross through it. Go back into Race Mode and choose a mode and then a race type. Now, if you access the Track Select Option you should be able to choose from any of the tracks listed. You will also be able to select any of the tracks, such as "The Pit" and "Death Bowl" if you choose "Destruction Derby" as your Race Mode.

To enter the password go into the Championship Mode.

Then enter the name as "MACSrPOO" and then end.

You will now be able to access all the tracks in the game!

Disruptor

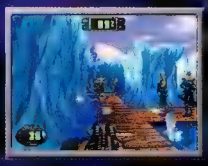
(Universal Interactive/ PlayStation)

Level Passwords

Here are the level passwords to the game. Go to the Password Screen and use the key below when entering these passwords. "Password Accepted" will appear on the screen, if entered correctly.

KEY
T=Triangle button
O=Circle button
X= X button
S=Square button

Level One:
STXOOTXXOSXS
Level Two:
XTOOSXTOTXTT
Level Three:
TXTSOOXOXTSS
Level Four:
XOTOSXXXOOOT
Level Five:
TXOOXXSOOXTX
Level Six:
OOXTTOSXXTST



Level Seven:
OSTXTOXOXTXX
Level Eight:
SXOOXXXOOTOO
Level Nine:
XOOXSXTOSTTS
Level Ten:
OTXXOOXXTOSO
Level Eleven:
OSTOXTXTOXOS
Level Twelve:
XXXOOTOXOSXO

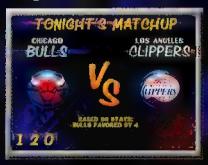
This trick was done [illegible] version of the game and is subject to change.

NBA Hangtime

(Williams/Nintendo 64)
Many Game Cheats

It might take a little while to test all these codes out. Just enter the codes below — the selected areas within the game.

When at the Tonight's Matchup Screen enter thes codes using the A, C-down and C-Right buttons.



For **Baby Mode** enter: 025
For **Fast Passes** enter: 120
For **Stealth Mode** enter: 273
For **Max Speed** enter: 284
For **No Pushing** enter: 390
For **Unlimited Turbo** enter: 461
For **Tournament Mode** enter: 111
For **Hyper Speed** enter: 552
For **Quick Hands** enter: 709
For **Max Power** enter: 802
For **No Music** enter: 048
For **99 percent of Goaltending not called** enter: 937

When in the Player Select Screen enter the following names and their pin numbers for hidden players.

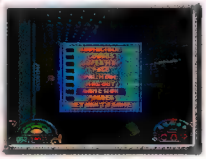
AMRICH—2020
BARDO—6000
CARLOS—1010
DANIEL—0604
DIVITA—0201
EDDIE—6213
EUGENE—6767
JAMIE—1000
JAPPLE—6660

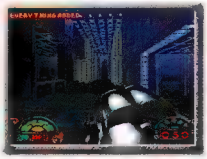
DANR—0000
JFER—0503
KOMBAT—0004
MARTY—1010
MEDNIK—6000
MINIFE—6000
MORRIS—6000
MORTAL—0004

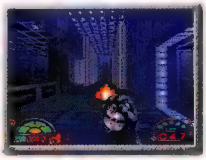
Continued on pg. 44

DARK FORCES

System PlayStation **Publisher** LucasArts


During the game, enter the Cheat code to bring up the menu.

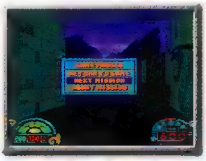

Choose the items you wish to use and continue playing.


Selecting "Max Out" will grant you maximum weapons.

In order to access the Cheat Menu, begin your game. During play, enter the code: Left, Circle, X, Right, Circle, X, Down, Circle, X. If done correctly, the Cheat Menu should appear. Now, select the options you wish to use in your game, by turning them green. For Level Skip, select the Game Won Option and then exit the menu and pause within the game. A new menu should appear with the option to advance to your Next Mission.

The Level Passwords are as follows:

Level 2—**Y7B5T7S183**
Level 3—**3WKKVMKHWZ**
Level 4—**9WJHBLCN00**
Level 5—**8XKGBKDPZ1**
Level 6—**7YBKBJFL22**
Level 7—**Y7C4L7Q193**
Level 8—**X8D3L6R2C4**
Level 9—**W9F635SZB5**
Level 10—**V!Q534T0F6**
Level 11—**NVHL4LFQ1R**
Level 12—**MYGM!KBR2S**
Level 13—**LXFN4JCSZT**
Level 14—**205F6HJT0V**


Use the Game Won Option to skip to your next mission.

To access a certain level, enter the level password here.

If entered correctly, you will begin at your chosen level.

Cheat Sheet

Cheat Menu
Level Passwords

Use the cheats above to access all the missions within the game and a Cheat Menu that has several options to choose from, including Invincibility!

POWER TRIP — worthless — useful — godlike

Shadows of the Empire

System [illegible] **Publisher** [illegible] hot

Cheat Sheet Credits Trick

If you don't wish to see what's at the end of this game, don't bother reading the rest of this code. For those of you who do, just enter the code below.

Here is a simple code that will allow you to view the ending credits of the game. To access this, just go to the Game Select Screen and enter your name as: "**_Credits**." Be sure to put a space before Credits and make sure that you capitalize the "C." Then press the END Option and begin. You should automatically be taken to the end of the game to view the credits. The credits will be different depending on which mode you played the game.

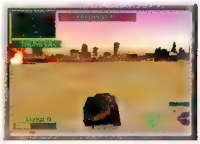
Twisted Metal 2

System [illegible] **Publisher** [illegible] hot

Cheat Sheet Sell Your Soul Trick

Use the following trick anywhere within the game to gain some extra life by selling your weapon supply. Just be sure to have some weapons.

This is a great trick to help yourself out when your life meter is low. It's the "Sell Your Soul" trick. To pull this one off, you will need some weapons in your weapon supply. While playing in a match and low on life, just enter the code: Down, Up, Right, Left, Up, Up, Down, Down. If done correctly, "Sell Your Soul" should appear at the top of the screen and you will be replenished with more life in place of your weapons. Then continue on and build your weapon supply back up.


When the life meter is low but still has weapons, enter this code.

Your life will be replenished in place of the weapons.

Eric Lloyd
West Chester, PA

Proof That Demons Do Exist

In the near future, mankind has conquered dimensional travel but the door we have opened swings both ways. The peaceful city you have grown up in has become a haven for dark creatures from another world— Demons! Now it's up to you and your friends to harness the hidden power within you by entering the fantasy game known as Persona.

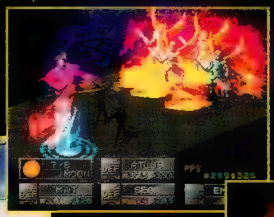
You awaken with incredible abilities that you will need to defeat the scores of Demon invaders and cleanse the land of their forces. Converse with them before doing battle to determine your best course of action. Fight them or enlist their aid in your mission. Either way, you are set for the fantasy adventure of a lifetime!

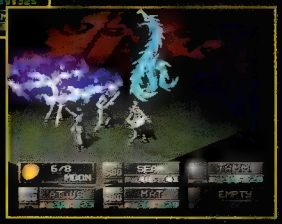
Special Features

- Based on the ultra-popular, mega-hit, Megami Tensei series: first time to hit US shores
- 100+ hours of pulse pounding gameplay
- Over 300 different monsters to do battle with
- Morph any member of your party into a more powerful source known as "Persona"
- Fight your way to one of many endings

Persona

Use your "Persona"





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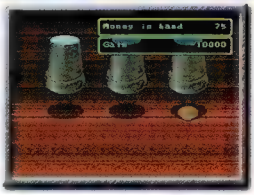
Call 1-800-771-3772 for Game Rating Information

THE SPIDER THAT'S ALSO AN
EXTERMINATOR

SUIKODEN

System PlayStation **Publisher** Konami

In Rockland, there is a lady that plays the cup game. Begin playing and bet 10,000.



Choose the cup on the right for the coin. Then quit the game and do the same again.

Here is a great way to build up your money. Just be sure you have 10,000 bits on you and go to the town of Rockland. You will meet a lady that plays the cup game. She will ask you how much you wish to bet—100, 1,000 or 10,000. Bet your 10,000 bits and choose the cup on the right. You should win the game and gain the money. Then quit and go back to the lady and play the cup game again. Bet another 10,000 bits and choose the cup on the right. Keep doing this until you receive all the money you want.

Justin Hershey; Newark, DE

Cheat Sheet

Money Trick

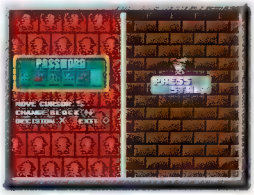
This trick is one of many different ways to build up your money. Just go to the lady in the town of Rockland and play the cup game.

POWER TRIP — worthless useful godlike

TETRIS PLUS

System PlayStation **Publisher** Jaleco

At the Select Mode Screen choose the Puzzle Mode for your game.



Then go into the Password Screen and enter the following code for Stage Select.

A great way to skip to various puzzles within the game is by accessing the Stage Select. Just select Puzzle Mode as your game at the Select Mode Screen. Then go into the Password Option and enter the block code: **Light Blue, Pink, Green, Light Blue, Pink, Green** using the D-pad. After entering this a Stage Select will appear. Now you can choose from various levels of puzzles by using the D-pad to select the stages. Also, after playing in your chosen stage, you can go back to the Stage Select by pressing the Start button within a game.

Cheat Sheet

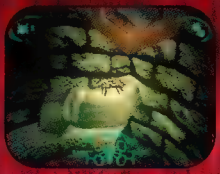
Stage Select

Enter the Stage Select code above at the Password Screen to gain access to all of the puzzle levels in the game.

POWER TRIP — worthless useful godlike

EIGHT LEGS AND HEAVILY ARMED.

You're trapped in the body of a cyborg spider. Creeping down drain pipes. Crawling on ceilings. Wandering through



over 30 levels in six 3D worlds. You're picking up missile launchers, slashers and other deadly weapons as you

fight cyber rats, mantises and wasps. Needless to say, you're not an itsy bitsy spider.

SPIDER. THE VIDEO GAME.

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KIDS TO ADULTS — RATING PENDING ESRB — PlayStation

NBA Hangtime

(Williams/Nintendo 64)
Game Cheats Cont.

MXV—1014
NICK—7000
NFUNK—0101
PATF—2000
PERRY—3500
QUIN—0330
ROOT—6000
SHAWN—0123
SNO—0103
TURMEL—0322
MUNDAY—5432

When at the Tonight's Matchup Screen hold Left on the Analog and press Turbo (3X) to play a game on the **Rooftop Night**.

In order to change **Rodman's Hair** color, keep pressing the C-right button until you find a color you like.

To access a **Random Select** in the game, go to the Team Select Screen and press Up+Turbo simultaneously.

Enter the following codes at the Team Matchup Screen.
For **Big Heads** press: Up, Turbo and Pass at the same time.
For **Bigger Heads** press: Up, Up, Pass and Turbo.

For **Shot Percentage** rotate the D-pad clockwise from the Up position.
For **No Tag Arrow** press: Left, Left, Pass and Turbo.
For **No Drift** press: Down, Down, Shoot and Turbo.

Scott Crump
Salinas, CA

ANDRETTI RACING

System PlayStation **Publisher** Electronic Arts

Enter the Stock Car code here at the Registry Screen.

If done correctly, you will be able to select top racing cars.

Also, enter the Indy Car code here at the Registry Screen.

Here are two codes to enter that will access higher performance cars for your next race. Just choose "Begin Career" and enter your name as: **GO BEARS!** or **GO BRUINS!** depending on what type of car you wish to race in. Then at the next screen choose from several performance cars with incredible records!

Brett Schultz
Elm Grove, WI

You should be able to select faster cars with better records.

Once you have selected your new car, begin your race. You should have no problem keeping up with everyone now!

Cheat Sheet

Access Hidden Cars

Enter the preceding codes at the Name Registry Screen to enable higher performance race team cars within the Season Select Screen.

POWER TRIP — worthless / useful / godlike

Sonic 3D Blast

System Genesis
Publisher Sega

Cheat Sheet Level Select

Use the following BARACUDA code or Level Select code to jump to any level you wish to play. Enter the code at the Press Start Screen.

Here is a real helpful cheat to enter, if you are having difficulty getting past a level or you just wish to go back to one. This Level Select code will unlock all levels in the game. Go to the Press Start Screen and enter the code: B, A, Right, A, C, Up, Down, A or (Baracuda). You should then be taken to the Main Screen. Press the Start Option and the Level Select will appear next. Choose whichever level you wish to play in and then begin your game!

Puzzle Fighter 2

System PlayStation
Publisher Capcom

Cheat Sheet Hidden Characters

Follow the instructions below, when at the Character Select Screen, to play as the hidden characters, Akuma, Dan, Anita Devilot and Paper Talisman.

Capcom is becoming infamous at hiding all those Street Fighter characters in their games. If you haven't already found them in this game, then here they are. Just go to the Character Select Screen, highlight Morrigan and hold the Select button. Then enter the following codes for each character:
For **Akuma** press: Down, Down, Down, Left, Left, Left and then any button.
For **Dan** press: Left, Left, Left, Down, Down, Down and then any button.
For **Devilot** press: Left, Left, Left, Down, Down, Down. Then hit any button when the timer reaches "10."
For **Hsien-Ko's Paper Talisman** move the cursor to the right one square and then hit any button.

When at the Character Select, hold Select and enter codes.

Depending on which code you entered a new character will appear.

For **Anita** move the cursor to the right two squares and then hit any button.

TWISTED METAL 2

System PlayStation **Publisher** Sony Computer Ent.

Anywhere within the game press: Up, Down, Up, Up and your machine gun button.

After entering the code, your car will shoot Minions special and do some serious damage.

Now you don't have to be the powerful Minion to pull off some awesome firepower. Just choose your favorite car and enter a game. Then during a game, enter the code: Up, Down, Up, Up and then your machine gun button. By doing this, you will have launched Minion's special weapon and the opponent you are happening to fire upon will suffer a tremendous blow!

Garrett Abbott
Trophy Club, TX

Cheat Sheet

Weapon Trick

This trick will allow your car to fire Minion's special weapon by entering the code above while playing within a game.

POWER TRIP: worthless — useful — godlike

Soviet Strike

System PlayStation **Publisher** Electronic Arts

Cheat Sheet Unlimited Lives

Use the following password to access Unlimited Lives within your next game. You should be able to continue playing even after your last life runs up.

Flying around those Russian military bases can really get ugly. Missiles coming at you left and right will lead you to the dirt. Well, here's a code that will keep you in the action, whether or not you get blasted out of the sky. Just go to the Password Screen and enter the code: ELVISLIVES as your password. Then begin your mission and let the fun begin!

Darren Glowacki
Ontario, Canada

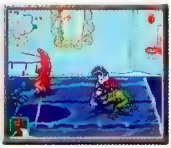
Space Jam

System PlayStation **Publisher** Acclaim

Cheat Sheet Extra Options

The following code when entered will allow you to access an Extra Menu within the game. Use it to select new options.

Here's a fun cheat which will enable a hidden Cheat Menu within the game. To access it, go into the Options and press: L1+L2+R1+R2 buttons at the same time. You will not notice anything at first. Now, go into the Game Options and you should see a new Option Menu that will give you the opportunity to select your next court, change the size of the two teams and mess around with the gravity. When you are through with the hidden option menu, begin your game. You should find that your new options are quite hilarious!



Use the Court Option to choose where your next game will be played.

Enter the code above in the Options to access the hidden Option Menu.

Size up your guys and turn those monsters into midget players for some fun!

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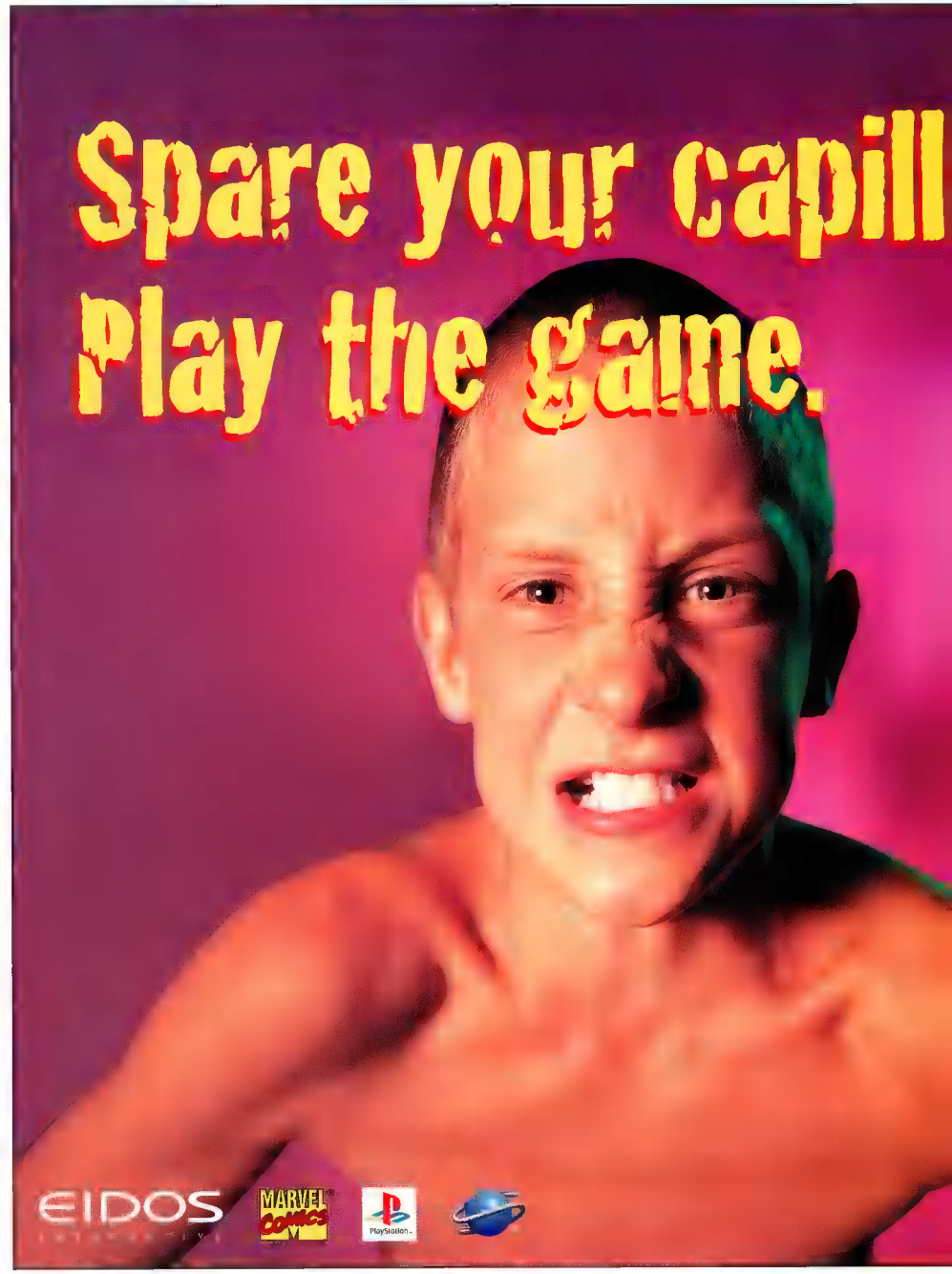
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Play the game.
EIDOS
MARVEL COMICS
PlayStation

aries.

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tricks of the trade

top tricks

CRUIS'N USA

Nintendo 64/Nintendo
New Vehicles
At the Choose Car Screen, highlight any [illegible] the cars exce[illegible] for the red Ferrari. [illegible] trick will not work on this car. Once any of the others are highlighted [illegible] will spin around), press and hold the Up, Left and Down C buttons simultaneously. The vehicle you highlighted will change into a different one! You can now play the game as a police car, a jeep or [illegible] school bus. Keep holding these and press Start to choose it.

LEGACY OF KAIN

PlayStation/Crystal Dynamics
Blood and Cinema Cheats
In order to replenish Kain's blood, just enter: Up, Right, Square, Circle, Up, Down, Right, Left within the game while it's not paused. The blood meter should then fill to the top, if done correctly. In order to view all of the cinemas in the game, enter the code: Left, Right, Square, Circle, Up, Down, Right, Left within the game while it's not paused. If done correctly, you should be able to access all the FMVs in the "Dark Diary" without going through the entire game.

WIPEOUT XL

Psygnosis/PlayStation Many Cheats
Just hold down L1, R1, Select and enter the following codes at the relevant menus. At the Pregame Menus: For Phantom Class press: Triangle, Triangle, Triangle, Circle, Circle, Circle. For Eight Tracks press: Square, Circle, Triangle, Circle, Square.
For Piranha Team press: X, [illegible] X, X, Circle, Triangle, Square.
When in the game and paused: For Machine Gun: Square, Circle, X, Square, Circle, X, Triangle. For Infinite Energy press: Triangle, [illegible] Square, Circle, Triangle, X, Square, Circle.
For Infinite Weapons press: X, X, Square, Square, Circle, Circle, Triangle.
For Infinite Time press: Triangle, Square, Circle, X, Triangle, Square, Circle, X.

MORTAL KOMBAT TRILOGY

Nintendo 64/Williams Entertainment
Secret Options
On the Story Screen, quickly enter the following code using the designated buttons. Block, High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch. Once you do this, you should hear a voice. At the Main Menu Screen, you [illegible] ve access to all [illegible] question marks [illegible] reen, red and blue)! You may now access Menu Screens with many options within the question [illegible] arks including Human Smoke and Khameleon.

SAMURAI SHODOWN 2

PlayStation/Sony Computer Entertainment Play as Boss
Here's a way to play as the hidden Boss, Zankuro! To select him, choose Vs. Mode and go to the Character Select Screen. Hold down the Start button and highlight the following characters in order: Start on Haohmaru and then go to Genjuro, Basara, Kyoshiro, Ukyo, Rimruru, Haohmaru, Shizmaru, Nakoruru, Hanzo, Amakusa, Gaira, Galford and then Shizmaru. Keep holding Start and then press X and Circle at the same time. Zankuro should then appear as a selectable character. Now you will be able to play as Zankuro.

POWER MOVE PRO WRESTLING

PlayStation/Activision
Hidden Players
These tricks will give you three hidden characters to choose from. Go to the Title Screen and enter one or all of the codes. For Sparrow, enter Circle, Right, Triangle, Up, Square, Left, X, Down, X, Down, Square, Left, Triangle, Up, Circle, Right, Select. Then press Select again on Commandant on the Player Select Screen. For Gorgon, enter L1, L1, L2, R2, R2, R1, Triangle, Down, X, Up, Select. Then press Select again on Orange from the Player Select Screen. To play as Sallie, enter Up, Down, Left, Right, Triangle, X, Square, Circle, L1, R1, L2, R2, Select. Then press Select again on El Temblor from the Player Select Screen.

ADVENTURES OF LOMAX

Psygnosis/PlayStation
Level Select, Flying Trick
This is a great cheat to allow you to skip Lomax to various levels in the game. To do this, press Down+Start when in a game. This will pause the game. Now, hold Up and hit buttons: Triangle, Circle, X and Square. A small number should appear on the left side [illegible] the screen. This is the Level Select. Change the levels by pressing L1+Select. Then hit L1+Start when you want to choose that level. Plus, here's an added bonus! Lomax will also have the ability to fly around the screen by pressing L1+Square. This can only be done after the Level code is active. By flying around you can get to places that are hard to reach. Just press L1+ Square again to come back down, just watch where you end up landing though!

KILLER INSTINCT GOLD

Nintendo 64/Nintendo
Special Codes
Use this key for the Music and Stage Select trick: 1=Quick Pu[illegible] 2=Medium Punch, 3=Fierce Punch, [illegible] uick Kick, 5=Medium Kick, 6=Fierce K[illegible] J=U[illegible] D=Down. To access the Music and Stage Select: In a two player game, the first person will choose the stage and the second person will choose the music. Hold the buttons accordingly for the results: Sabrewulf's Lair—U+1, Maya's Jungle—U+2, Glacius's Crash Site—U+3, Tusk's Stone Henge—U+4, Fulgore's Museum—U+5, Orchid's Helipad—U+6, Jago's Bridge—D+1, Gargos' Castle—D+2, Combo's Street—D+3, Kim Wu's Dojo—D+4, Spinal's Ship—D+5, Sky Stage—D+5 (Both players must press.)
For Random Select: Hold Up and press Start at the Character Selection Screen. To access Gargos: At the character profile demo, press Z, A, R, Z, A, B. You'll hear Gargos laugh. Now he is selectable. To Change Colors: At the character profile demo, press Z, B, A, Z, A, L. You'll hear, "Welcome." You can now choose the gold, shadow, etc. colors.

TEMPEST X3

PlayStation/Interplay
Access More Games
This method will give you access [illegible] Tempest 2000 and the Tempest Plus games. [illegible] a first-place high score and just enter [illegible] tials HVS as your name. At the [illegible] Screen, enter the code YIFF! Now look [illegible] Main Menu. You'll have the new game [illegible] des [illegible] your disposal! Make sure if you have a memory card that you save this onto it. Then you will always have these new options.

SOVIET STRIKE

Electronic Arts/PlayStation Mission Passwords
Just in case you are having difficulty getting past those missions, here are some passwords to help you out. But who would want them when playing a great game like this?! Anyway, to select a mission, just choose the "Load" Option and then the "Enter" Option. Enter the following passwords at the Password Screen and then begin playing your chosen mission. For Crimea Mission (Level One) enter: WORSTCASE. For Black Sea Mission (Level Two) enter: GRANDTHEFT. For Caspian Mission (Level Three) enter: GROZNEY. For Dracula Mission (Level Four) enter: CHERNOBYL. For Kremlin Mission (Level Five) enter: CIVILWAR.

BLASTY 3D

PlayStation/Accolade
Cheat Codes
There are several codes to enter that will grant you many great options to help out your game. To enter them, access the Load Option on the Main Menu and then punch in any of the following codes for various results. If done correctly, "You are a Cheater!" will appear to verify login.
For Level Cheat enter: XLVLCHTMSB
For Bonus Rounds enter: XBNSCHTMMM
For 99 Lives enter: XMUCHOLIFE
For All Rocket parts enter: XTOOROCKER
For Coordinates to Paws Screen enter: XDBUGLOCNC
For All Controller Cheats enter: XALLDBUGCR
After selecting your new cheat options, you will be able to begin your game plenty of great options!

CRUIS'N USA

Nintendo 64/Nintendo
Access New Tracks
This trick will give you access to three new tracks in the game. On the "Choose Race" Screen, highlight US 101 and hold L + Left-C + Down-C to access Golden Gate Park. Highlight Beverly Hills and hold L + Up-C + Right-C. Highlight Grand Canyon and hold L + Right-C + Down-C to access San Francisco.

RE-LOADED

PlayStation/Interplay
Play as Fwank
Here is a great trick to play as the old killer clown, "Fwank" from the first game. To play as him, just go to the Player Select Screen and then press buttons: L1, Circle, R1, Down, Down, R1, Circle, L1 and then L1 again. If done correctly, a red balloon will appear over Sister Magpie's place. Select this and you should begin playing your next game as the hidden character, Fwank.

CONTRA: Legacy of War

PlayStation/Konami
Many Cheats
Enter these codes at the Main Title Screen to receive many cool items. You should hear a sound, if entered correctly.
For Weapon Select enter: L2, R2, L1, R1, Up, Down, Down, Up.
For Unlimited Continues enter: L2, R2, L1, R1, Left, Right, Right, Left.
For SFX Browser enter: R2, R1, L1, L2, Up, Right, Down, Left.
For Movie Player enter: L2, L1, R1, R2, Up, Left, Down, Right.
For Bamboo Arcade Pac-Man enter: R2, R1, Right, Left, L1, L2.
For Bamboo Arcade Gyruss enter: L2, L1, Left, Right, R1, R2.

BLACK DAWN

PlayStation/Virgin Interactive Many Cheats
Here are several cheats to enter during the game. To access the Two-player Mode (where it's you against your buddy), go to the Main Title Screen and press Select+R2 on both controllers at the same time. You should hear a sound, if done correctly. Go into the Options Menu and back to the Main Title Screen. You should find the Two-player Option that will let you play in an exciting Deathmatch Mode. To enable the in-game cheats, begin a game and pause. Then press Select, L2, Select, R2 and enter any of the following for various results.
Max Fuel/Ammo: Triangle, Triangle, Triangle, Circle. Max Weapons: L1, L2, R1, R2.
Summon Wingman: Square, Square, Square, Circle. Mission Complete: Triangle, Triangle, Triangle, Down, Down, Down. Upgrade Current Weapon: L1, L1, R1, R1.
Screen Toggle: Down, R1, R2. You should hear, "Way to Go!" if entered correctly.

HEBEL ASSAULT

PlayStation/LucasArts
Chapter Cheat
In order to access all the chapters in the game, just go into Options and then into the Password Screen and enter this password: X, Square, X, X, X, Triangle. Then when you go into the Chapter Select Screen you will be able to select all the chapters in the game, including the finale! Choose your chapter and begin flying!

DISRUPTOR

PlayStation/Universal Interactive
Health and Ammo Cheats
While playing within the game, press Select to bring up the map. Then press L1 to turn "Real Time" off. Then enter the following codes for Full Health and Full Ammo.
For Full Health press: Triangle, X, X, Circle, X, Triangle, Square, Square.
For Full Ammo press: X, Square, Triangle, Triangle, X, Circle, Triangle, X.

BUDGET: DEAD E

Sony Computer Entertainment/PlayStation Access All Fighters
To get access to all the fighter jets, go to the Plane Selection Screen and enter the following code: Left, Left, Right, Down, Up, Down, Right, Select. You will hear a shout to confirm that the code was entered correctly. Now all of the fighters will be available for you to select. Choose a plane with good speed, endurance, maneuverability and stability to fight for you. Use any plane, even an F22 for combat in the beginning missions!

NFL FACEOFF '97

PlayStation/Sony Computer Entertainment
Super Players Cheat
On the Main Menu, choose the Rosters Option. Then choose Create Player. Enter one of the names from the credits in the back of your instruction booklet. Put in 1 for their number, F for the position and 150 for their weight. Press Triangle to exit. Go to Sign Free Agent. This player will have 99 overall for everything.

BLAST CHAMBER

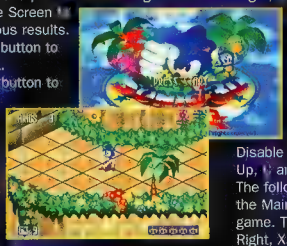
Activision/PlayStation
Infinite Lives
For infinite lives in Blast Chamber, go to the Main Menu Screen and with controller one, enter Square, Left, Square, Right, Circle, Down, Circle, Up. Go into the "Games" Option and Choose the "Solo Survivor" Option. Once you select this, you will have chosen One-player Mode. Go back to the Main Menu and begin your game. Now when you die in the game, your lives meter will not go down!

TOMB RAIDER

Eidos/Saturn
Level Skip
Here's a cheat you won't want to forget! Just follow this simple procedure to receive a Level Skip within the game. Anywhere during gameplay, go to the last page of your passport (the "Exit" page) but do not exit! When at this page, enter the code: Z, [illegible], X, X, X and then the [illegible] button. If done correctly, Lara will make a sound. Then exit the menu and you will skip to the next level!

[illegible]

Saturn/Sega
Various Cheats
To enable the Cheat Mode: Hold Up-Left [illegible] and [illegible] simultaneously [illegible] the Main Title Screen. While holding these down, press the Start key and begin a game. Then pause with in the game and press the following buttons at the Pause Screen [illegible] receive various results.
Press the A button to skip one act.
Press the B button to skip two acts and the Boss stage.
Press the C button to get to the Final Boss.
Press the [illegible] button to receive an extra life.
Press the Y button to receive an extra medal.



[illegible]

Saturn/Sega Various Cheats
Here are several cheats to quickly enter at the Main Title Screen, in your next game of Gun Griffon. The codes are as follows:
For Mission Select enter: [illegible], Y, [illegible] and Start. [illegible] Charge Your Enemies enter: Right, Right, [illegible] C, A and Start.
For Invincibility enter: Left, Right, B, C, C and Start. To Double Hit Points enter: [illegible] Y, Z, Up, Down and Start. [illegible] See Ending Sequence enter: Down, Up, Right, [illegible] and Start. [illegible] Change Height enter: Down, Left, C, [illegible] Start and then press C or [illegible] on controller two to change height. [illegible] Disable Centering on Turret enter: [illegible] Up, [illegible] and Start.
The following codes are not to be entered at the Main Title Screen, but when within the game. To See Debugging display enter: Right, Right, X, [illegible] A, L, [illegible] L, R on controller two. A Debug Screen will then appear, if done correctly. To Rotate the Windmill repeatedly press the C button on controller two quickly to make it go faster.

[illegible]

PlayStation/Psygnosis Bizarre Cheats
Here are some bizarre cheats to enter after selecting your driver and the track you wish to race on. To enter them, go to the Practice, Qualify and Race Screen and hold down the Select button while entering the following codes. [illegible] you can't seem to access the codes, then you need to enter them quicker.
For Bike Mode press: Down, Up, Circle, Triangle, Right, Up, Square, Triangle.
For Buggy Mode press: Right, Up, Triangle, Left, Up, Square, Triangle.
For Gibberish Mode press: Left, Circle, Up, Down, Down, Right, Circle, Square, Square. This code will make the announcer speak gibberish.
For Bonus Track press: [illegible] Circle, Circle, Triangle, Triangle, Circle, Up, Right. This [illegible] activates the Bonus track. You have to choose [illegible] course, then quit the course you have selected and go back to the Track Select Screen where you can choose the Bonus track.
For Lava Mode press: Square, Circle, Up, Right, Right, Circle, X. This code once entered, will [illegible] ive you a track covered in lava and the track [illegible] ide objects covered in ash.

[illegible]

Saturn/Interplay Cheat Menu
This trick will enable you to access a hidden Cheat Menu that carries items such as ammo, power and lives! Just pause anywhere within your game. Then highlight the "BGM Volume" Option and press and hold in succession: L button, Z, B, X, C and R button. If done correctly, the hidden Cheat Menu should appear that will allow you to change the amount of lives, ammo, etc. Pressing the C button rapidly on each item will increase the numbers. And pressing C on "Skip Level" will bring you to the proceeding level. Once the menu has been entered once, the next time [illegible] pause within a level just press the L button to bring the Cheat Menu up again! This [illegible] ll definitely increase your odds against your enemy!

[illegible]

PlayStation/ASC Games
Invincibility
This code will make you invincible throughout the game and [illegible] life bar will never go down. In the game, [illegible] Start to pause. Then quickly press [illegible]e+Square+Right at the same time. Let go and then quickly press Left+R1+R2 simultaneously. You will hear [illegible] sound to confirm the code was entered correctly. When you run into enemies and fight them, you should not take any more damage.

[illegible]

PlayStation/Acclaim
Debug/Original Game
These codes will give you some new features to enhance the game, Bubble Bobble. Just enter either one [illegible] the codes [illegible] the Title [illegible]n: Debug Mode: Down, Up, Down, Up, [illegible] Down, Left, Down, Up, Down. Press R2 [illegible] get the Debug Options during play.
Original Game Mode: Right, Left, Up, Down, Up, Down, Up. Secret areas will appear on 20, 30 and 50.

[illegible]

Saturn/Virgin Interactive
Game Passwords
Access the Restore Game Option. On this screen, highlight "Enter Password" and go into this screen. Enter the following codes: Free For All: Up, Y, A, Right, Up, Y, B, Down, Right, Down. Get All Flags: Down, Y, Right, A, Right, Up, Right, [illegible] Down. Credit Heads: A, [illegible] A, Right, Down, Y, Up, Right, Right, A.

[illegible]

Saturn/Sega Specials, Hidden Bosses
The following codes when entered at the Title Screen will allow you to choose four new characters and a way to use your specials on your main buttons. Note: These codes need to be entered in the following order to work.
For Repli/Wolf enter: A, B, Z, X, Y and C.
For Special Weapons enter: A, [illegible] B and Y.
For Vermilion/Sho enter: A, [illegible] and [illegible]

[illegible]

Saturn/Sega Various Cheats
The following cheats once entered will gain access to various options, such as different camera views, mech colo[illegible]anges and more! To access these cheats, [illegible] enter the following. To Change the Mechs' Colors: Press the Left Shift at the Main Options Screen when selecting the type of game you wish to play. [illegible] Select Jaguarandi: Press and hold Down [illegible] the Start Screen and hit both Shift keys. Now go to the Character Select and he will be selectable! To Change Camera Angles: During the game just press X+Y+Z at the same time.
To Change Raiden/Temjin Mechs' Colors: While at the Start Screen hold the Up button and press both Shift keys simultaneously. Then go to the Character Select Screen and you should notice the difference.

[illegible]

PlayStation/Fox Interactive Many Cheats
Here are several great codes th[illegible] will really add to your game! Just pause within the selected game and enter the following codes while holding the R2 button. Use the Key below to decipher the keys for the code.
Die Hard: God Mode: R, U, D, [illegible] 50 grenades/5 bullets: R, S, D, O. Fat Mode: H [illegible] Enemy Float: [illegible] S, T, D. Coordinates: L, [illegible] S. Stick Man Mode: T(10x) R(4X). Silly Mode: [illegible] O, O, D, T, D. 15 Bullets: D, S, [illegible] Unlimited Shotgun: R, [illegible] D, D, S, R.
Die Harder: Map Editor: [illegible] D. [illegible] Skeleton Mode: [illegible] D. Lots of Ammo: [illegible] S, L, [illegible] D. Fergus Mode: O, D, D, S, X, S.
Die Hard with a Vengeance: Fat Mode: L, T, R, D. Fergus Mode: O, D, D, T, X, S. Infinite Lives: L, O, U, D, S, R. 999 Turbos: O, O, S, S, D, D, [illegible] Slow Motion: L, [illegible] L, L, [illegible] D. Very Slow Motion: O, [illegible] R. Napalm Mode: O, R, D, S, T, L.

[illegible]

PlayStation/Sony Computer Entertainment
Unlimited Ammo
While at the Loading Screen, press down [illegible] the same time: L1, L2, R2 and [illegible] buttons. If done correctly, "Cheat" will appear on the upper left-hand corner, when you begin your mission. This will access an Unlimited Ammo cheat, which will allow you to have enough firepower to blow your way through each mission.

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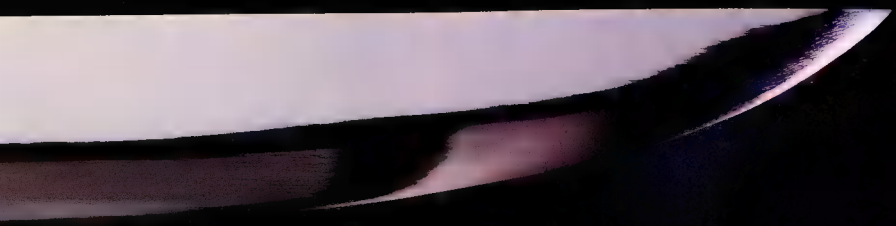
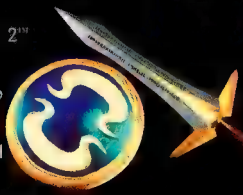


INTRODUCING

If you thought Tekken 2™ was tough, take a stab at Soul Blade. First, you'll be transported back to the 15th century. Then, you'll encounter ten of the world's most awe-inspiring warriors as they engage in bloody pursuit of SoulEdge - the ultimate weapon.



Master the Critical Edge for some pretty devastating combo's.

But, since only one warrior will find it, the battles are fast, fierce and furious.

The characters battle fiercely in radically-styled armor.

Intensified by the fact that the warriors can fight with a huge arsenal of intimidating weapons.

Not to mention glowing motion blurs, an authentic weapon-to-

SOULBLADE™

weapon combat system, polygon characters, real 3D backgrounds and a host of other awesome features.

No wonder Soul Blade is a cut above.

Beautiful polygon characters and 3D arenas produce action so real, you may want to wear armor.

Intense and inspiring opening cinematics are sure to get any warrior pumped and ready for battle.

With a flash of light and a thunderous sound, blades meet with weapon-to-weapon recoil action.

POWERED BY namco®

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Spider

system	PlayStation
publisher	BMG
theme	Action

strategy talk

If you've been searching for a decent side-scroller for the PlayStation, Spider's worth a look. Not only does the game sport some incredible graphics, but excellent gameplay as well.

Spider's pace takes getting used to, as cheap hits will constantly get on your nerves. Learning the enemy patterns and position the level will be crucial. Once you get used to waiting for enemies near each jump, you can enjoy Spider.

The best part of Spider involves finding the CD parts and the hidden level exits. Use the guide if you need the help, but I'd see what you can find first.

There are only three Bosses the game, but they are well thought out. They have distinct patterns without the cheap hits that plague most of today's games. Take the time to see how they move, and most importantly *how they telegraph their attacks.*

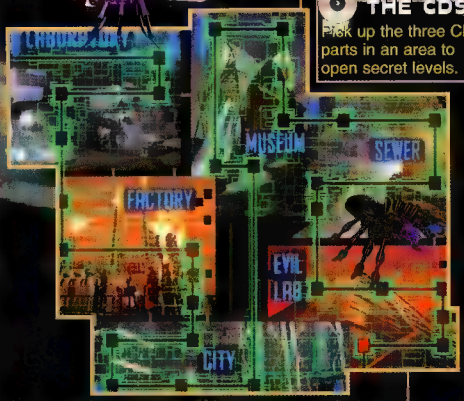
Anyway, this guide for some good hints. Do not read this if you don't want the hidden elements of the game ruined.

—Andrew "Sideshow Bob" Baran

strat-stats

time to complete: three hours
challenge: moderate
lives used: 190+
friend who wants fame: Carl Miller
of useless meetings: 7

WORLD MAP



Each level has a number boxes you must find. You must collect a set number before you can continue between the six areas. Find all of the CD parts and the boxes for a special ending surprise.

THE CDS

Pick up the three CD parts in an area to open secret levels.

Area	Exits
1: Lab Floor	1
2: Sinks	1
3: Lab Top	3
4: '70s Room	
5: Boxes	1
6: Conveyors	1
7: Machine Room	3
8: Tubes (bonus)	3
9: Down the Street	1
10: Side of Building	2
11: Park	2
12: Under the Street	1
13: Along/Street	1
14: Display Cases	3
15: Volcano	3
16: Dinosaur Bones	1
17: Model City	4
18: Temple	1
19: The Wells	3
20: Along the Sewer	2
21: Food Cartons	3
22: Up the Well	3
23: Ryan's World	1
24: Circuit Boards	2
25: Lab Top 2	3
26: Hard Drives	2
27: Brian's Folly	1
28: On the Ceiling	3

SPIDER

The Mines

Place the mines in any space where an enemy circles. They are ideal for killing spiders. There are MechaMines that hunt down enemies too!

QUICK TIP: You can exit a level at any time. You can use this to pick up DNA strands or weapons and exit it out easily. However, the programmers have made it impossible to recover from leaps of death. Oh well, take what you can get.

Smart Bombs

Use the smart bomb when an enemy close for more hits.

SPIDER WEAPONRY

Poisoner	A multiple-hit cloud of poison.
Boom	Flies outward and then comes back.
Flame	A spray of flames that kills off bugs.
Electro	A deadly tracking arc of electricity.
Missiles	Once you have a lock, fire away!

ENEMIES

Weakness: N/A
Resistance: N/A
Flies around shooting at you. Two hits to

Weakness: Boom
Resistance: Electro
A deadly multishot enemy with claws.

Weakness: Electro
Resistance: Poisoner
Shoots and attacks quickly. Jump and kill.

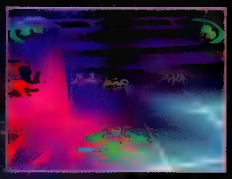
Weakness: Electro
Resistance: Poisoner
Flies around dropping exploding mines.

Weakness: Missile
Resistance: Fire
Jumps around. Flips over when it's hit.

Weakness: Poisoner
Resistance: Fire
A slow, spitting slug. Pretty easy to kill.

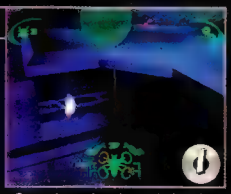
THE LAB

LEVEL 1: THE LAB FLOOR



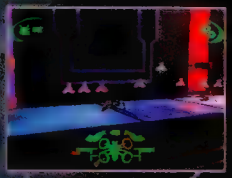
The Lab Floor is a simple straightforward level. Fight off the spiders and wasps and move to the lab. Before you enter the lab [illegible] CD piece.

HAZARDS:
Spiders and wasps



Search under the exit for the first piece of the hidden CD.

LEVEL 2: SINKS

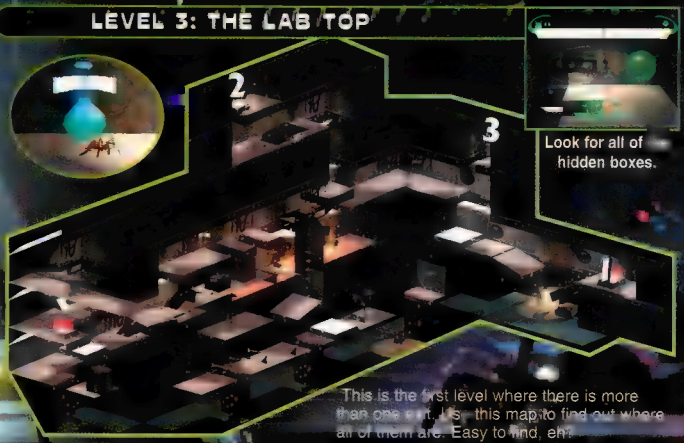


The noise around some sinks, some have spiders and others right behind, so watch out. It's [illegible] where you [illegible] the [illegible] CD piece.

HAZARDS:
Spiders and wasps

The second CD piece is right above the exit box.

LEVEL 3: THE LAB TOP



Look for all of the hidden boxes.

This is the first level where there is more than one exit. It's this map to find out where all of them are. Easy to find, eh?

To locate the most hidden exit, jump to the wall right above the Health icon and follow the passageway. Just watch out for the black widow.

INSTANT DEATH?

The fire may be intimidating, but you can find a number of power ups, including a CD piece below the platforms. Watch your footing, or your spider form will get singed beyond saving.

Climb under the area where the deadly fires are.

FACTORY

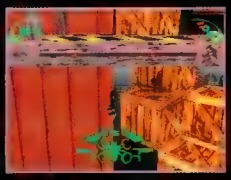
LEVEL 5: BOXES

Travel underneath the boxes at this point to reach the CD.

Jump from the highest box to retrieve the next CD piece.

The Boxes level is simple as long as you move slowly. Spiders like to hide on the backside of the crates, so wait before making jumps. If you want the CD piece, you'll have to take the lower route.

LEVEL 6: CONVEYORS



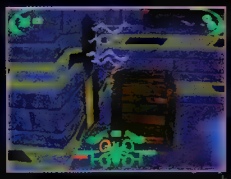
A dangerous series of moving belts will make for some difficult jumping. Wasps flying about will take some pot shots at you, so take cover underneath the platforms.

HAZARDS:
A whole lotta wasps

Search under the exit for the first piece of the hidden CD.

Use the platforms as cover against the wasp shots.

LEVEL 7: MACHINE ROOM



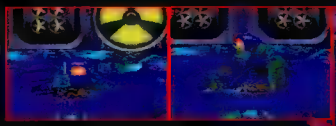
There will be hidden nets. The first two are below where you start. Walk behind the crate to see an item. The third can be found by walking all the way to the left.

HAZARDS:
Nasty rats and spiders

Leap on top of the incinerators for the next CD part.

Dodge the rat to collect the 1-Up. Use this for a 1-Up loop!

CRANE ARM BOSS



The Crane Arm Boss will try to smash you constantly. After you hit it three times, it will start spinning on the ground for three rotations. Occasionally it will throw a glass beaker, but simply moving to the right or left will keep you from harm. As long as you watch for the arm's preattack motions, you will survive.

The Boss can only sustain a total of 10 hits before it dies. Memorize his patterns.

LEVEL 9: CRANE ARM BOSS

DESTINY is in your hands. But time is running out.

Real Time Audio Interaction

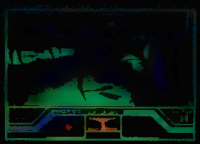
You'll encounter realistically rendered aliens, scientists, marines, warbots, mutants, hybrids, and computers.

Cop an Attitude

When dealing with aliens,you can be nasty or you can be nice. It's your funeral.

20 Minutes of Rendered Cinemas

Highly detailed mini-movies explain your mission, show flashbacks or what's happening on other levels.



4-D Real Time Gameplay

Move wherever you want, whenever you want. Get advice, ask questions. Or just walk away.

Konami® presents Broken Helix™. Brought to you in incredible Real Time 4-D. Where there's no right way – or wrong way – to accomplish your mission. You've got to ask questions first and shoot later. If you just might end up whacking the only guy with the information you need to get out alive. But don't take *too* long, or you'll end up becoming alien luncheon meat. Broken Helix stars Bruce Campbell as Jake Burton, the marine commando explosives expert assigned to find out why scientists are threatening to blow up Area [illegible] (yes, *that* Area 51) and to stop the mutated aliens from escaping. Either by curing them, or by destroying them. If you might choose another scenario, that has you turn into an alien-human hybrid. Or perhaps you feel like being an evil scientist this time around. The choice – and the outcome, is totally up to you. So enter the world of Broken Helix, where the only sure thing is that there are no sure things.

BROKEN HELIX

www.konami.com

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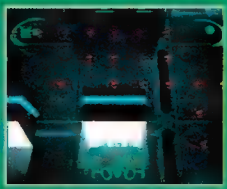
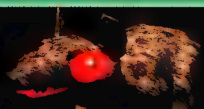
HEY, WHAT ABOUT LEVELS 4,8,13,19,25 AND 29?

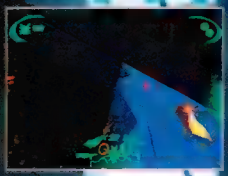
Each area has a hidden level that must be opened up with the proper CD. These levels are great for getting extra lives and power-ups. The '70s level is particularly fun to bounce around in. Make sure to collect the boxes in these levels too.



CITY

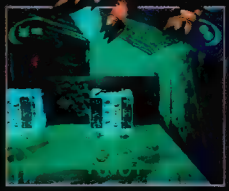


LEVEL 10: DOWN THE STREET



HAZARDS:
Cicadas and slugs. Mmmm.

The next piece is in the first sewer entryway.



The lower route will give you some decent power-ups.

LEVEL 11: SIDE OF THE BUILDING

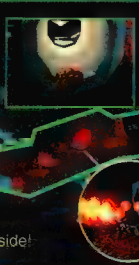
HAZARDS:
Spiders and wasps

Search under the left exit for the next goodie.

On the far left, collect a 1-Up by swinging on your web.

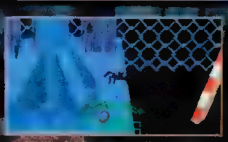
LEVEL 12: PARK

Enter the wooden [illegible] for the CD piece first. Then either jump into the pipe for the first exit or continue to the right. If you need an extra life and are [illegible] enough, you can check the gas container for a free 1-Up [illegible]. Watch for fire.



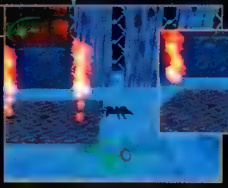
Free 1-Up inside!

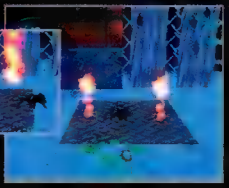
LEVEL 14: ALONG THE STREET



Jump behind the first sign for a valuable health icon.

HAZARDS:
Flies, mantises and bats





The spouts of flame with three tendrils are impossible to jump over. Crawl underneath when the fire zips upward instead.

ASCII ENTERTAINMENT

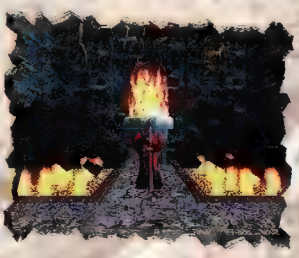
KING'S FIELD II

What it takes to make an epic RPG/Adventure game

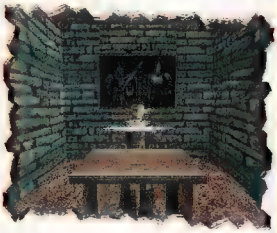
Mad Dog McGamer

King's Field II, following on the heels of the wildly successful original, is hands down the best thing to happen to the PlayStation! Every aspect that made the original a hit are back - with reinforcements! ASCII has made an incredible effort to give you the best RPG to find it's way to the home market. Making an encore performance are the artfully designed landscapes and brilliant effects of the first 360°, fully rendered masterpiece, but this time, ASCII has included a host of improvements that will fulfill your every fantasy!

Story line, sound, action and graphics made their way to the top of ASCII's to do list with upgrades ranging from original compositions in beautiful stereo sound to SGI rendered cut sequences!



The blood red skies of Verdite look on as a lone figure ventures out into the grisly scene of carnage and death. Austin Lyle Forester, prince of the beclamned kingdom of Verdite unsheaths the mighty Excellector and prepares his heart and soul for the journey just set before him....



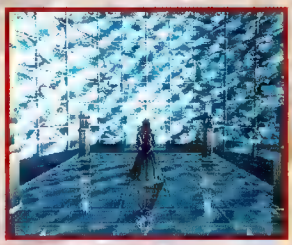
The young prince had listened in horror as Leon spun the tale of the past ten years of chaos and destruction. After Alexander's triumphant return from Melanat with the Moonlight Sword, peace had ensued for five years in the great kingdom as the peasants grew soft...lulled by the prosperity and peace they had enjoyed. But five years later, the sun shone for the last time on Verdite, a great storm was seen on the horizon - a storm with intent of the purest evil. Lightening struck the tower, utterly shattering the Moonlight Sword, and the Holy King, John Alfred Forester [redacted].
When the king recovered, he was a changed man. It was as if the devil himself had taken the throne of Verdite. The reign of terror he ushered in after his recovery had no parallel in all of history. Evil demons of every conjuring imaginable took to the kingdom like a hungering plague, littering the beautiful hills and plains with the terrible carnage only a bloodthirsty God could permit. Alexander had tried in vain to help his former friend, the king, but after finding only the remaining hilt of the great Moonlight Sword, he gave his life to seal the Demon King within the castle walls.

How could Lyle's own father have done such terrible things? Lyle's struggle was brief. The deeds that had transpired over the past ten years would have to be met with the terrible steel of battle, his was the quest for blood...the blood of his own demon father, King John Alfred Forester - UN-Holy King of Verdite!!

This will be your quest in ASCII's sequel to last year's Smash Hit, King's Field.

First on the boards was the Story line. In response to consumer requests, and their own dreams for the sequel, ASCII employed a team of experts in the RPG and writing fields to breath the life into King's Field II that would make it a timeless classic. Austin Leininger, formerly "Sir Garnabus" of GamePro Magazine worked with the rewrite along with ASCII's own Jane Cowley and expert GameMasters David Silviera and Mark Johnson to bring the flare of professional Gamers into the plotline, making King's Field II one of the first RPG's to hit the PlayStation completely written for the American Gamer!

Packs, clans, and families of previously undiscovered monsters ravage Verdite as you battle against them with an improved arsenal of over twenty new weapons along with several old favorites! Over 100 new items await your discovery along with the arrival of well over 50 completely new breeds of monsters. These improvements complement the plot well as you journey through the villages of your kingdom speaking with well developed characters that will suck you into their world within moments! ASCII spent a lot of time on the development of new characters in King's Field II. Humor, depth, personality, and history can be found in every character you encounter. Along with each meeting comes a chance for additional sub-plots - and of course, the acquisition of more items and power - as you involve yourself in the lives of your royal subjects and your kingdom.



Naturally, ASCII took the time to improve on the knowledge, use, and appearance of magical spells as well! Forty different magics in five disciplines can be at your command. All magics are either new, or have been redesigned to look and sound as powerful as the gods who invented them!

Next on ASCII's list was the question of sound. As in the original, King's Field II undertones your quest with the terrible wails and screams of the enemy. Those same battle cries of your flesh-hungry enemies louden as they approach, heightening the sense of reality in the game. In addition to this old favorite is the host of original music,

MASTER THE GAME, KNOW ALL THE SECRETS, BECOME A

DEMIGOD

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128 Full Color Pages - The Most Complete King's Field II guide on earth (Or Valicia)!

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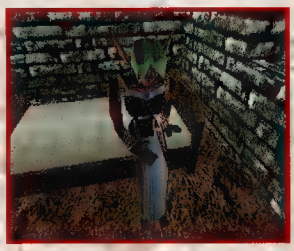


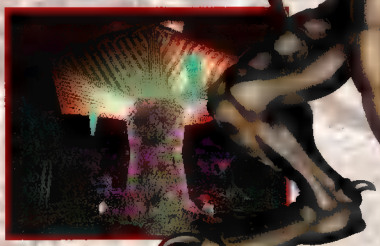
written solely for use in King's Field II. The scores of new music are beautifully composed in stereo to complement whatever scene you are faced with, bringing tension and climax along with a beautifully felt ambiance throughout the game.

Of course, what would an RPG be in modern life without action!? ASCII has taken great pains to provide as much wonderfully gory and personally satisfying carnage as possible! Battles rage throughout your quest with new enemies, new magics, and new weapons. Even battles of epic proportions ensue as you take on the Gods themselves! Additionally, ASCII included several cut sequences in full SGI rendering. Key points in the game are perfectly ushered in with these awesome action scenes of graphical prowess.

Along with the enhanced character definition and overall improvements on landscape and character design, what could possibly make this game any better? Well...perhaps a copy of ASCII's King's Field II Strategy Guide! The same talents and energies that created the King's Field II masterpiece came together again to bring you the strategy book - actually written by the same hand that wrote the game itself! Who better to know than he who was the creator?! The book is beautifully designed of high quality paper and crystal clarity.

ASCII offers all of this, wrapped up in a beautifully rendered 3-D world of enhanced polygon graphics with texture mapped surroundings to give a complete package of absolute perfection!

Good Luck to you, mighty warriors, the battle ahead is like none you've ever seen! Choose your weapon wisely and you might even survive!



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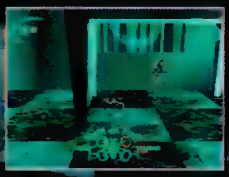
MUSEUM

LEVEL 15: DISPLAY

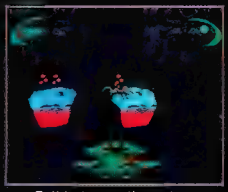
HAZARDS:
Spiders



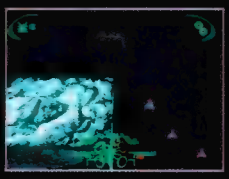
THREE HIDDEN BOXES

The first location is on the far-left display case. The second box is well hidden underneath two swinging balls. The third one is a little past that.

LEVEL 16: VOLCANO



Fall between these two platforms for the first exit.

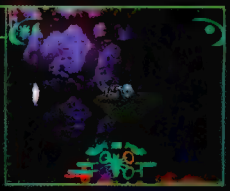


HAZARDS:
Spiders, wasps, scorpions

Jump off of the first ledge to obtain the next CD icon.

LEVEL 18: MODEL CITY

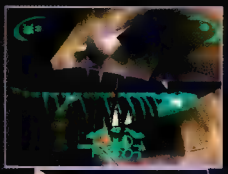
Four exits can be found on this level. You shouldn't have too many problems in the city.



TACTICS FOR A SMALLER WORLD

Collect the third CD piece for the section by climbing up the small platforms. Fire will make things difficult.

LEVEL 17: DINOSAUR BONES



This is the easiest level. A handful of spiders are roaming about, but are no trouble. The CD component is hovering over one of the many moving platforms. Jump with care.

HAZARDS:
Spiders and platforms

MUSEUM BOSS

This Boss starts out by tossing stone blocks at you. Dodge them by running back and forth. Occasionally a Health icon will appear. Save it for when you need it. Then the baddie will swing down from the ceiling. Jump over his flame and hit him at the same time.

LEVEL 30: MUSEUM BOSS

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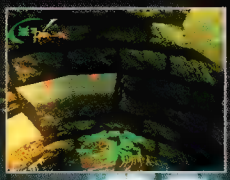
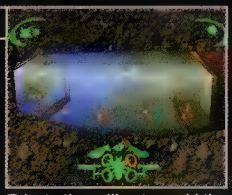
SEWER

LEVEL 21: THE WELLS



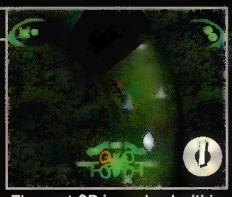
HAZARDS:
Spiders and wasps



Take to the ceiling to avoid the first two lurking spiders.

LEVEL 22: ALONG THE SEWER

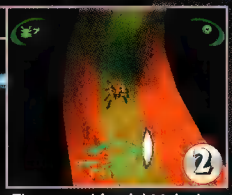
HAZARDS:
Bats, spiders and wasps



The next CD is wedged within one of the transparent tubes.

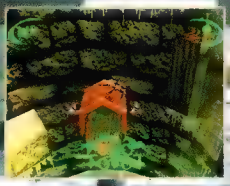
LEVEL 23: FOOD CARTONS

HAZARDS:
Spiders and slugs



The second far-right tube has a CD piece hovering over it.

LEVEL 24: UP THE WELL

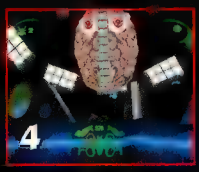


HAZARDS:
Spiders and wasps

An upper right-hand tube hides the final CD chunk.

EVIL LAB

Here's some hints as to where to find the final three CDs in the Evil Lab area. Look at these pictures carefully and see if you can get the CD parts. You're almost done, just the last Boss is left.



THE TACTICS

1. Lure the brain to one of the sockets.
2. Dodge its lasers until they destroy the socket.
3. Wait for the tentacle to get zapped by the electrical charge, then attack as much as you can.
4. Run for your life and do it over and over again until it's dead.

BRAIN BOSS

LEVEL 31: BRAIN BOSS

THE ONLY MUST-HAVE STRATEGY MAGAZINE

BEHIND-THE-SCENES GAME ART! PLUS PLAYING TIPS FROM THE GAME DEVELOPERS!

GAME BUSTING TIPS!

Take a behind-the-screens journey into the most anticipated *Star Wars* project this year, Shadows of the Empire, for the Nintendo® game system! If you love *Star Wars* and want to see everything hidden in the Shadows game, this is the magazine for you!

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Shaken, Blown Up, Shot At...

But not Stirred.

It's a deadly international mission where your only chance of survival will be your precision gun control, your razor-sharp aim and your impeccable sense of style. Good thing you're James Bond. In the new GoldenEye for N64, you've got a 360-degree range, 18 weapons and a license to kill. Hope your tux is pressed.

CHANGE THE SYSTEM
NINTENDO 64

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system	N64
publisher	Acclaim
theme	First-Person Shooter

strategy talk

The hunt is on, and it would seem that the raptors are winning. Turok is finally here after a year or two of hub-bub, and it's not too bad. This game is stuffed full of strategy, and we've worked our hardest to bring you as much as possible. The keys in each level are not really that easy to find. They aren't exactly hard either. Searching each level extensively will reveal everything to you. The auto-map feature helps show you where you have and haven't been. There is a drawback, however. If you go into a different part of a level via transport or such and come back, your entire map is erased, and you have to start it over again. That is very aggravating when you are searching for spots you've missed. Also, the control is very weird and takes a lot of time to get used to. Otherwise this game is probably one of the smoothest Doom-type games in a while. The big guns are also pretty hard to find right off the bat, so don't look for them until later in the game.

—Jason "Scratchy" Streetz and John "Barney" Gürka

strat-stats

time to complete: 20 hours

challenge: moderate/hard

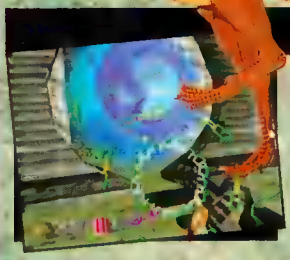
Doom better? too early to tell

# of times we watched *Star Wars: SE* 14

token dino art: 6

TUROK

DINOSAUR HUNTER



Ready yourself for the Hunt

The basic objective of the game is to find all the keys and pieces of the chrono-specter. The chronospecter is what you'll need to kill the last Boss. Without it, he won't die. What keys you have and what keys you need is accessed under menu when you pause the game. Basically, you need to search everywhere. After you play the levels long enough, you start remembering where you are. From there, you can figure out where you haven't been and where it is you need to go.

Weaponry and Gear

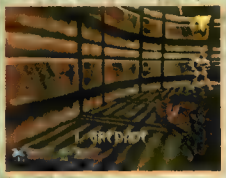
There is a huge arsenal of weapons that will become available to you throughout the game. While ammo for the smaller weapons is scattered about, the large weapon ammunition is pretty sparse. Use the big guns very sparingly.

The tek arrows make your bow a formidable weapon.

Large energy cells will give you 50 shots back.

Icons and other Collectables

There are Health icons all around the levels. Their function is pretty obvious. The triangles however equal an extra life when 100 are acquired. The purple are worth 10 while the yellow are worth only one.



Grenades are powerful and a pretty common icon.

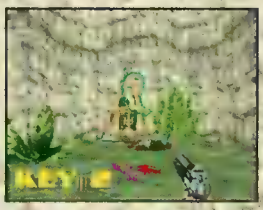
The white health will lift you over 100 and can go up to 250.

1 Stage One

Stage 1 has six keys to find. If you find all the keys, you can skip Level 2 or 3, out of sequence if you like. All the keys have to be found eventually anyway.

This key is very obvious—it is right out in the open. You can't really miss this one, and there is nothing we can tell you to make it any easier.

Near the beginning of the level there is a wall which you can climb pretty far up. It'll take you to a cliff that contains this key. It is located after the first two raptors that you'll kill in this level.



You need to look for the shortest gap in between this island and the mainland. It is a very easy jump, if you find the right spot. Otherwise, you'll be smashing your controller.

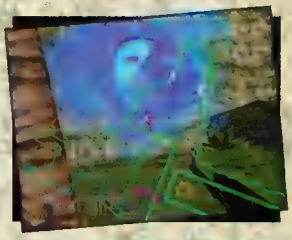
Throughout your ramblings in the game, you'll find this key. It's located in a small cavern with only one exit and entrance.

This key is found in a section of the level where the automapper doesn't work. Feel your way through the maze until you find it.

This is the last key you will need to find on the level. Some pretty easy jumps on some small islands will get you over to the spot that contains this key.

Auto Shotgun

Go up this cliff to find the auto-shotgun. This will fire rapid shots and you won't have to wait for the gun to reload. When you reach the top of this cliff, beware. You will be pummeled as soon as your head peaks above the surface.



Teleportation

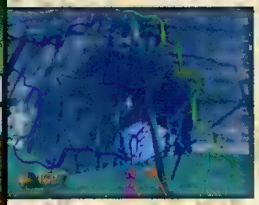
You'll find these bonus level teleporters throughout each level. They all usually lead to a bunch of triangles. These are generally tough to get through and are not required in order to complete the game.

Chronospecter

The chronospecter piece is found in part of the level that doesn't get mapped. Keep searching this part of the level until you find it. If you find the exit and have not found this piece, don't exit this part yet.

2 Stage Two

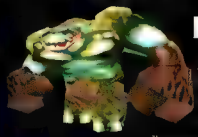
This level is a little more difficult and requires a lot more jumping. Of course, the levels farther from here require a lot of jumping too. Our point is: Practice your jumping!



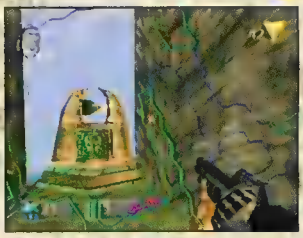
There is a pool close to the start that you will need to swim through in order to make it to this key. Remember that you can only swim for so long without running out of air. You'll find that Turok has some of the strongest lungs in the word which is very fortunate for you.

You'll need to enter a cave that doesn't appear on the auto-mapper. Fumble your way through and jump across a chasm to reach this key.

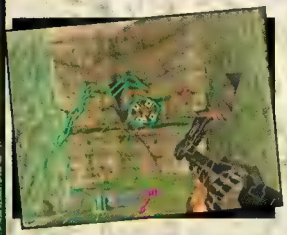
Beasty Problems?



All the monsters in this game have different ways attacking. Some fire weapons, some fire weapons repeatedly and others just come up to club or bite you. The best overall advice is to stay back from everybody. Shoot from far back and hide behind whatever possible. Remember to conserve your ammo. The last thing you'll want to be stuck fighting enemies with your knife. If you're in a crowd of enemies, back off and they will usually fight themselves which not only amusing but also beneficial.

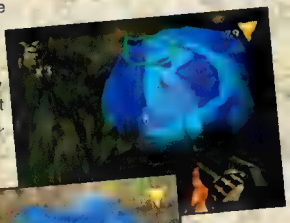


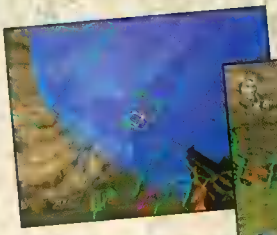
Once you reach the teleporter back to the main level hall, follow the cliff all the way around to find this key. It is easy to fall off, so be careful.



Teleporters

You may think about avoiding these bonus levels, but we recommend that you don't. They contain tons of triangles that in turn lead to extra lives. Thankfully you can save (with a memory card), but that doesn't mean you don't need extra lives.





Chronospecter

You'll find a very high cliff to climb and make some fairly long jumps to reach here. The best reference is the map on the picture. Use that to help you find this spot on the map. The jumps are tricky but possible if done with enough persistence.

3-D fighting with a vengeance.

They killed you. But you came back.
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A vigilante reborn to bring justice to the damned.
Take your unearthly powers and wreak vengeance on Judah, L.A.'s drug king,
Kali, the nin-jitsu death-bitch, Curve, Spider Monkey and an army of lowlife thugs...
Because life after death is hell.

NO OBSTACLE WILL STOP YOUR UNEARTHLY QUEST FOR VENGEANCE!

CLEAR YOUR PATH TO JUDAH WITH SHOTGUNS, UZIS, AND MOLOTOV COCKTAILS!

HUNT FOR THE DAMNED THROUGH A 3D LABYRINTH OF SEEDY STREETS!

THE SWIFT KICK OF JUSTICE!

THE CROW™
city of angels

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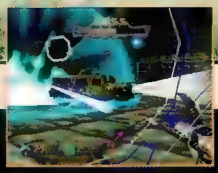
3 Stage Three

The lost city is an extremely long level and extremely high in the air. Keep that in mind while playing because you can jump down to get stuff.

Work your way up the pyramid (about four levels). There will be a teleporter that will drop you on a ledge where you'll need to go west. Just past a few men and some big monsters is the key.

This one is easily located, if you are thoroughly searching the levels. Nothing much is protecting it either, just a couple velociraptors. Dispatch them with a few buckshots and grab the key.



This Boss will romp on you crazy-like. He is constantly on the move, and you will need to take that into consideration when fighting him. Blast the hummer until the guy gets out and then blast him. You'll get the third key when you defeat him.

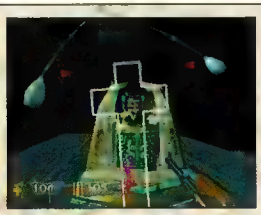
Teleporters

More bonus levels are here as well. You'll also notice that the bonuses are getting harder, and that will continue until the game is at its final stage.

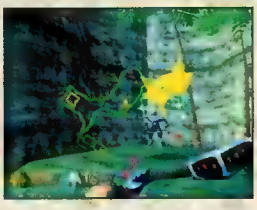
4 Stage Four

This level is very similar to the first and second level. More jungle than anything else.

This one is yet another easily found key. Just run around the level until you stumble upon it. Use the map on the picture to help you to the exact location.



Work your way through until you find the big monster that shoots fire. After killing him, the gate behind him will lower. Follow that passageway until you run into this key.



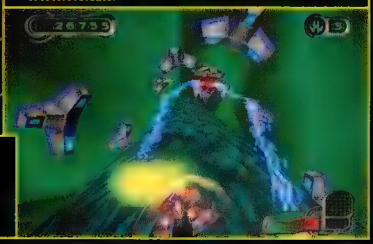
This guy will kill you if you aren't careful. He hides around the corner and then pummels you with shots. Just be prepared to receive, and you can kill him with little or no damage to yourself.

Chronospecter

You need to find yourself under the crate that you can see through in the beginning of the level. Shoot the enemies after you've jumped on the big switch. When they're dead, ride the platform up to the piece of the chronospecter.

Yesterday, you were a cocky 2-D arcade shooter. Today, you totally suck.

We hate to break the rude news, but you're about to be humbled. It's the 23rd century. Nano-robots are on the rampage. And you've gotta deep-six hundreds of vicious killing machines and eight virtually indestructible nano-bosses. The good news is you can run. The bad news is, in this 3-D world, you can forget about hiding in corners. At 30 FPS, it's a 32-bit firestorm of nonstop death and destruction. Where the fighting is fast and furious enough to turn you into a certified junkie. With progressively difficult levels and an intense play environment, NanoTek Warrior offers awesome replay value. Which means just maybe, by the turn of the century, you'll be back to your same old cocky self.



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NanoTek Warrior

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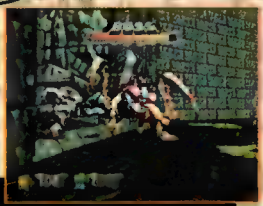
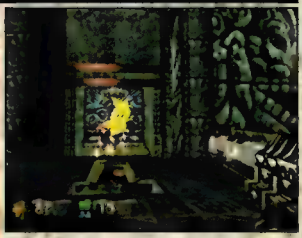
5 Stage Five

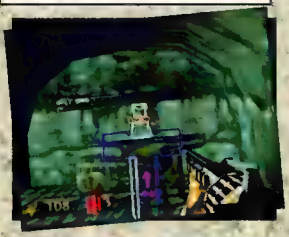


This Boss is a pain. The best advice is to stay on the move and keep blasting away until he dies. The important thing here is constant movement.



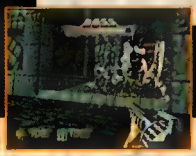
You'll find this key by running through the sewers. It isn't obvious to find, but with a meticulous search, it will come up.

The catacombs are indoor and start to get depressing after playing for a while. Look out for the natives with the blow darts.

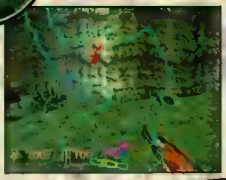


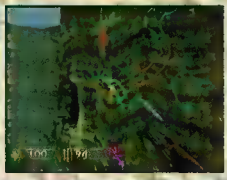
Chronospecter

Look for the sewers in the wall that you can jump in. One of them very near the beginning of the level will lead to this item. Just keep feeling around in the sewer until you reach the room that contains this piece.

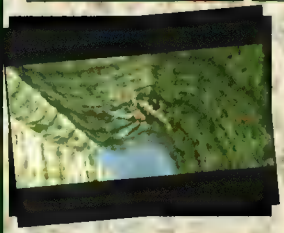


6 Stage Six



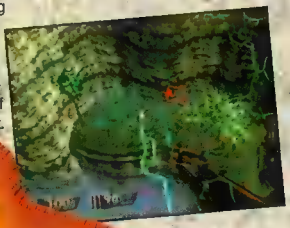


The tree-top village is just that—just about everything in this level requires a jump that can mean life or death. If you're looking for a challenge, it's here.



Enemies in the Canyon

This level involves a lot of shooting at things that are higher and lower than you. Hopefully you're used to the analog control by now because you'll really need it. Make sure you use long-distance weapons for these guys. Some of the shorter-range ones just won't connect.



Watch Your Step

Ugh, jumping. Jumping in this game is not very easy at all. The best advice here would be to use your map. You can tell where you're landing a lot easier with it on than off. It gives a very good idea of where you're planting your feet.

HEIR OF ZENDOR™

The Legend and The Land

DEFY THE ENEMY

ZERO IN ON THE

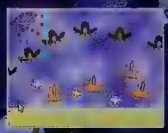
LEAD THE BATTLE

ZENDORIAN

STOP THE WAR

REBATE

(AND GET CASH BACK!)



YOU FIND YOURSELF ON A STRANGE PLANET WHERE THE CONTINENTS FLOAT IN THE SKY AND WAR HAS RAGED FOR GENERATIONS. WATER IS CONTROLLED BY THE EVIL FIVE KINGS AND IS SO SCARCE IT'S CALLED "LIQUID GOLD." THE INHABITANTS HAVE NO CHOICE BUT TO BECOME HEIRS AND DESPERATELY FIGHT TO MERELY SURVIVE...

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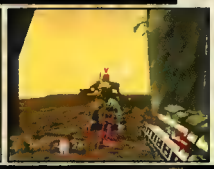
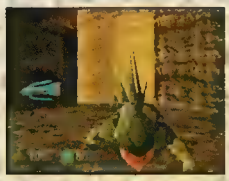
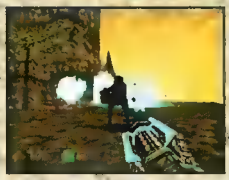
7 Stage Seven

This level is the one before the last. That's kind of an obvious statement, but this level is basically just a lead-in to the next one.







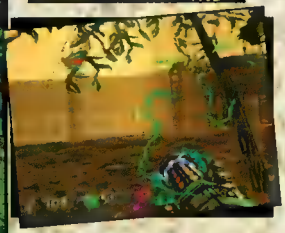
You'll find some new, big and bad dinos in this level as well as some new humanoids. These are destroyed the same as anything else, just with a heck of a lot more shots. You may have to resort to your big guns.

Something Important

You'll find that big gun ammunition is becoming a little more available. This means you can really start using them on the lower enemies. You will find that these guys just won't fall with a couple shotgun blasts; they'll need a lot more.

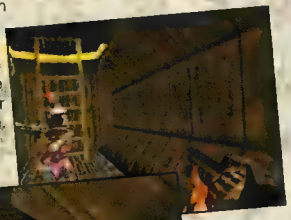
8 Stage Eight

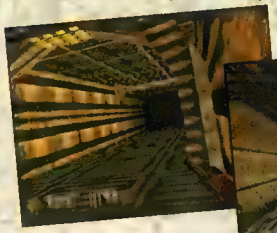
Mmmmmm....the last level. Chock-full of new and awesome baddies. The level is long, but soon enough, you'll be taking on the end Bosses.



Encounter in the Catacombs

You will encounter this type of terrain in most of the levels. Walk through each, retrieving all the health and ammo you can. Keep on the move because enemies teleport in all the time. Just remember, you are never quite safe anywhere.





A Few More Hints

You'll find the entrance to this fortress through the sewers which is located almost next door. A big robot will be guarding the entrance to it, and once he's been taken care of, it is time to make your way to the end.

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PlayStation

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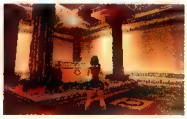


TOMB RAIDER™

system	PlayStation
publisher	Activision
theme	Action

strategy talk

MechWarrior 2 is finally stomping onto the console systems. As many PC gamers know, this 'Mech action game has been a huge smash hit in the past. Its cockpit feel and challenging levels caught players' attention and kept interest until the end. Now the power is yours.

Redesigned for PS:
This game was not directly ported from the PC and was in fact a complete rebuild. You still have total control over your 'Mech and can even switch configurations and 'Mechs in between missions. This allows that personal touch for each player and adds flexibility to each mission. The graphics and sound are the same high quality as seen in the computer version

What's Different:
Diehard PC fans, like myself, may initially be confused by the changes. Power-ups, for example, were never in the original and added a lot of challenge. Also, the gameplay is more action orientated than ever before. No matter what version you like, 2 in any form is a lot of fun.

—*Scott "Itchy" Augustyn*

strat-stats

time to complete:	25 hours
challenge:	adjustable
PC version?	awesome
'Mechs torched:	113
mission successful:	yes

EGM²

MECHWARRIOR 2

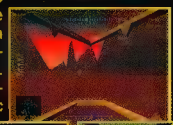
Jade Falcon Part 1

This will introduce the first eight missions of the Jade Falcon campaign.

ICONS

PC versus CONSOLE

There are many differences from the PC to console. Most are in a more arcade style of the console versions. For example, on the PC you have more responsibility on your design and utilization of 'Mechs. Also there are several other graphic options (shown right). Still the action is equally intense.



Campaign 1: Mission 1

The key to securing our position on Colmar is to destroy the Wolves' HPG uplink and communications array. Once you cut them off from reinforcements, we will be able to isolate and destroy the Wolf forces. In case you take heavy damage, we have placed a health energy cache near the nuclear plant, but as of our most recent information, Wolf Jenner and Kit Fox are guarding the facility nearby the cache. When skirting the mountain, be aware of a possible ambush. When you face the communications array, take out the turrets first before demolishing the communications array otherwise you may lose your legs…and your life.

Campaign 1: Mission 2

You must patrol for enemy units and keep the Industrial Plant from harm. Head straight for the plant, and then concentrate on destroying any nearby 'Mechs. If you travel through the ravine between the plateau and the mountain, beware of the 'Mech perched on the plateau. The cowardly Wolves plan to ambush you, but now you will be ready. Remember, your life is far less important than that plant. It must not fall into Wolf hands.

Campaign 1: Mission 3

This mission will take you near the city of Salyn, where the Wolves have attacked the spaceport. While others engage the enemy, you must locate and attack a Wolf DropShip which is undergoing repairs in preparation to lift the raiders off-planet. Destroy the DropShip's defenders before turning your guns on it. Once you have destroyed them, the ship will be an easy target, although the Wolves will probably send for reinforcements. If you are feeling brave and taking heavy damage, there is a health energy cache behind the hill to the rear of the DropShip.

Please Note: Strategy Guide is Precode release. Final missions may vary slightly.

Dire Wolf

The Dire Wolf, the largest and most heavily armored 'Mech chassis available, is quite literally a roaming slaughterhouse. An LRM-10 rack sits on the left shoulder, and each arm consists of a bundle of death—extended-range and pulse lasers on the left, with an Ultra-10 Autocannon thrown in on the right arm for good measure. Seven double-strength heat sinks are mounted in the torso of this 'Mech to deal with heat buildup.

'Mech	Weapon	Ammo	Location	Distance (m)	Group
DIRE WOLF	4X ER LASER (LARGE)	--	LA/RA	815	A
Wt: 100	ULTRA AC/10	100	RA	500	
Spd: 54	3X PULSE LASER (MED)	--	LA	408	B
Class: Hvy	2X LRM-10	120	LT/RT	1000	

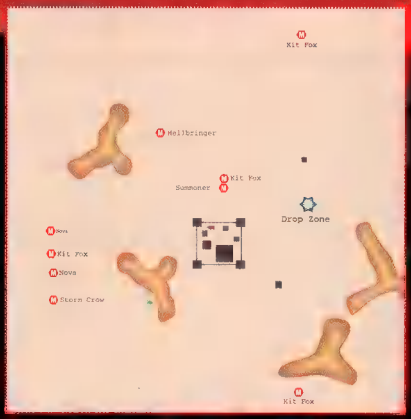
FireMoth

The FireMoth excels at the "Hit and Run," and can hold its own against any light 'Mech. Its exceptional speed allows it to attack at close range, using short-range missiles and medium lasers effectively regardless of its opponent's actions. One popular tactic of the FireMoth is to race behind the enemy and cut down opposing 'Mechs. After delivering its deadly payload, the Firemoth can quickly slip back behind friendly lines, leaving any remaining foes far behind.

'Mech	Weapon	Ammo	Location	Distance (m)	Group
FIREMOTH	2X SRM-4	100	RA/LA	497	
Wt: 20	2X PULSE LASER (MED)	--	RT/LT	408	A
Spd: 162					
Class: Lt					

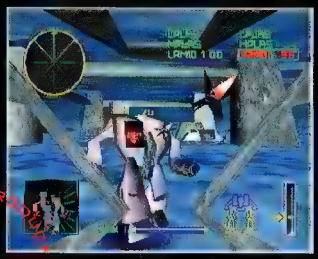
MAP KEY

- Enemy 'Mech
- Drop Zone
- Enemy Aircraft
- Power-up
- Enemy Structure
- DropShip
- Enemy Vehicle
- Mountain
- Engagement Sphere
- Enemy Helicopter
- Crystal Structure
- Enemy Tank



Campaign 1: Mission 4

Scouts have located an abandoned Wolf firebase, and we intend to rebuild it as a 'Mech supplying facility. You must defend the base while our techs get it online. Stay near the base, and destroy any 'Mechs which threaten it. 'Mechs further afield are less of a threat to our position. Be sure to keep moving, patrolling all sides of the base. The Wolves will attack wherever they can.



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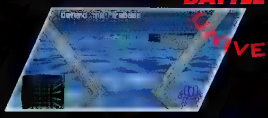


BATTLETECH

Gargoyle

Employing extensive and varied firepower, the Gargoyle is a unique design. The most common combination of weapons includes an LB-20X Autocannon and a small extended-range laser on each arm, with two medium-range Ultra-Autocannons on the Torso. The almighty gauss rifle shoots from dead center on the Torso, and can obliterate targets from close to 2 kilometers out.

'Mech	Weapon	Ammo	Location	Distance (m)	Group
GARGOYLE	LB 20-X AC	100	RA	450	
Wt: 80	LB 20-X AC	100	LA	450	B
Spd: 86	ULTRA AC/10	100	RT	500	B
Class: Hvy	ULTRA AC/10	100	LT	500	
	2X ER LASER (SMALL)	--	RA/LA	255	A
	GAUSS RIFLE	10	CT	1820	

Hellbringer

The Hellbringer is an electronic marvel. Its blend of weapons systems is a sound combination of ammo efficiency, anti-'Mech capabilities and long- and short-range functions. The only problem with this design is that it cannot handle the massive amounts of heat generated by its mixture of systems. Warriors must be cautious in their choice of targets so that cockpit heat levels do not rise too high.

'Mech	Weapon	Ammo	Location	Distance (m)	Group
HELLBRINGER	ER PPC	--	RA/LA	746	A
Wt: 65	MACHINE GUN	200	RT	175	B
Spd: 86	SRM-6	90	RT	497	
Class: Med	ER LASER (MED)	--	LT	510	A
	ER LASER (SMALL)	--	LT	255	B

Please Note: Strategy Guide is Precode release. Final missions may vary slightly.

Jenner

A flying kill machine, the Jenner II-C's speed has been exploited to make one of the fastest and most maneuverable 'Mechs in existence. Designers have reinforced its Center Torso and Leg armor for increased survivability, and its powerful jump jets bring new meaning to the phrase "Death From Above."

'Mech	Weapon	Ammo	Location	Distance (m)	Group
JENNER	SRM-6	90	[illegible]	497	
Wt: 35	SRM-6	90	LA	497	
Spd: 151	SRM-4	100	RT	497	A
Class: Lt	LB 5-X AC	100	[illegible]	700	A
	PULSE LASER (MED)	--	CT	408	

Kit Fox

Death comes in small packages. The Kit Fox's arsenal packs awesome weaponry into a small chassis. Primary firepower comes from the LB-5X Autocannon mounted on the Right Arm, and the extended-range medium laser in its left. A small pulse laser and streak SRM-4 missiles round out its punch at short range. Not as quick as the Firemoth, but advanced firepower and stronger armor provides more durability in close combat.

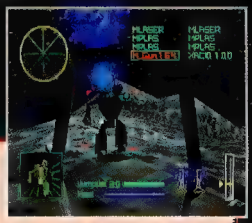
'Mech	Weapon	Ammo	Location	Distance (m)	Group
KIT FOX	ER LASER (MED)	--	[illegible]	510	A
Wt: 30	PULSE LASER (SMALL)	--	LA	204	A
Spd: 97	SRM-4	100	RA	497	
Class: Lt	LB 2-X AC	90	RA	800	

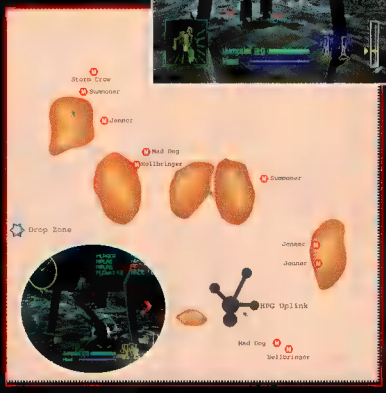
Campaign 1: Mission 5

You will now take part in a Trial of Position, one of the oldest and most revered Clan traditions. You will face other Jade Falcons in a pitched battle, and must destroy them to advance yourself. Your new rank will depend on how many 'Mechs you defeat. The 'Mech which will initiate the Trial stands on the rear left of the arena. If you destroy him, you will earn the rank of Star Commander. If you are still relatively undamaged and ready for further combat, fire on the engagement sphere in the center of the arena. If you defeat your second adversary, you will earn the rank of Nova Commander. Beware: The motionless 'Mechs are present only as ceremonial witnesses, but if you fire on them, they will attack without mercy, and destroying them will have no effect on your rank.

Campaign 1: Mission 6

You must now patrol MacDuff's south quadrant to investigate a suspected Clan Wolf infiltration. If the Wolves have indeed landed, they will engage you on patrol to neutralize you before mounting their main offensive. Use the terrain to your advantage. Climb the mountains to seek out your enemies from above.





Mad Dog

The Mad Dog serves mostly as a fire-support 'Mech. As its name implies, the Mad Dog's bite is deadly, with twin racks of 10 long-range missiles that can certainly hasten the enemy's death. Should the Mad Dog injure an enemy at long range, it can take fate into its own hands (or arms in this case) and use its laser weapons to finish off its foe.

'Mech	Weapon	Ammo	Location	Distance (m)	Group
MAD DOG	2X PULSE LASER (MED)	--	RA/LA	408	A
Wt: 60	2X PULSE LASER (LRG)	--	RA/LA	815	
Spd: 86	2X LRM-10	120	RT	1000	
Class: Med					

Nova

The Nova has an unusual appearance and fearsome capabilities. Hexagonal weapons pods on each arm boast six medium lasers that provide exceptional firepower, but generate too much heat for sustained firing. The Nova mounts four additional double heat sinks to allow the pilot more freedom to use his weapons; nevertheless, a pilot who fires all lasers in one salvo risks immediate shutdown.

'Mech	Weapon	Ammo	Location	Distance (m)	Group
NOVA	ER LASER (MED)	--	LA	510	A
Wt: 50	2X PULSE LASER (MED)	--	LA	408	A
Spd: 86	MACHINE GUN	200	LA	175	
Class: Med	ER LASER (MED)	--	RA	510	A
	2X PULSE LASER (MED)	--	RA	408	B
	LB 10-X AC	100	RA	600	

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Storm Crow

The Inner Sphere was totally unprepared for a 'Mech equipped with double-barreled lasers on each arm and the heat sinks that allow the pilot to use them. The configuration of the Storm Crow could devastate a foe in moments. The speed and firepower of this version of the Storm Crow commands the respect of any military force.

'Mech	Weapon	Ammo	Location	Distance (m)	Group
STORM CROW	2X ER LASER (MED)	--	RA	510	A
Wt: 55	2X ER LASER (MED)	--	LA	510	A
Spd: 97	ULTRA AC/5	100	LT	600	
Class: Med	PULSE LASER (SMALL)	--	CT	204	A
	ULTRA AC/5	100	CT	600	

Summoner

The huge Summoner, standing at least a meter taller than most other 'Mechs, towers over opponents with its impressive and very lethal arsenal. Its mix of weapons complements this 'Mech's maneuverability to make it a deadly foe. This model carries a long-range missile launcher on its left shoulder, a PPC in one hand, and a heavy autocannon in the other.

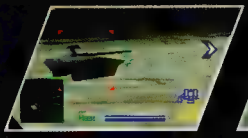
'Mech	Weapon	Ammo	Location	Distance (m)	Group
SUMMONER	ER PPC	--	RA	746	
Wt: 70	LB 10-X AC	100	LA	600	
Spd: 86	LRM-15	120	LT	1000	
Class: Med	PULSE LASER (MED)	--	LT	408	
	SRM-2	100	RT	497	A
	SRM-2	100	LT	497	A

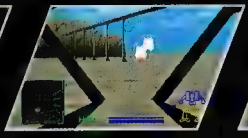
Campaign 1: Mission 7

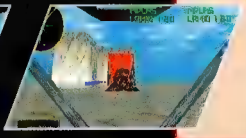
Clan Wolf forces are ready to attack a mining operation sympathetic to our cause. We must protect our allies. You will escort a hovertrain loaded with ore to a processing plant. Along the way, the hovertrain will be attacked by the Wolves, who are waiting in ambush on your route. Long-range missiles will be most effective against attacking aerofighters, but you must time your launches exactly. Remember your mission is to protect the hovertrain. Wolf 'Mechs will try to draw you away from [illegible] but do not follow.

Campaign 1: Mission 8

A battle is already in progress on the Plain of Curtains, and the Falcon forces are suffering badly. Our only chance to push the Wolves back [illegible] to strike at their Resupply Base deep inside the Great Gash. Once there, destroy the core heat sink array, which will cause a core breach. After you have destroyed the heat sink array, get out of the gash immediately to avoid the core explosion. If you need them, there are health and ammunition power-ups in a crevice in the mountain to the right of the bridge.

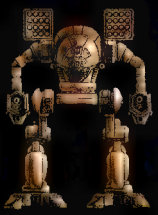






Timber Wolf

The Timber Wolf displays impressive firepower, starting with double LRM-20 racks on the shoulders and continuing with large weapons pods on each arm, each packing an extended-range large laser and an extended-range medium laser. The Timber Wolf also carries a triple-threat on the Torso—two lasers straddle a machine gun, all of which combine for exceptional firepower during those "up-close and personal" assaults.



'Mech	Weapon	Ammo	Location	Distance (m)	Group
TIMBER WOLF	MACHINE GUN	200	CT	175	B
Wt: 75	ER LASER (LARGE/MED)	--	LA	1019	
Spd: 86	PULSE LASER (MED)	--	LT	408	B
Class: Hvy	LRM-20	120	LT	1000	
	ER LASER (SMALL)	--	RT	255	B
	ER LASER (LARGE/MED)	--	RA	1019	
	LRM-20	120	RT	1000	

Warhawk

The Warhawk pairs PPCs and multiple lasers in the arms, adds an Ultra-20 Autocannon and streak target-locking missiles on the torso, and can annihilate smaller 'Mechs with a single blast. A 'Mech for the tenacious attacker, its rock-solid armor protects in even the most heated of battles.

'Mech	Weapon	Ammo	Location	Distance (m)	Group
WARHAWK	2X ER PPC	--	RA/LA	746	A
Wt: 85	ER LASER (LARGE)	--	RA/LA	1019	
Spd: 64	ER LASER (SMALL)	--	RA/LA	255	B
Class: Hvy	ULTRA AC/20	100	RT	400	
	SRM-6	90	LT	497	

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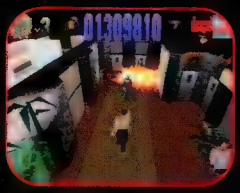

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N by NW

system	Saturn
publisher	Interplay
theme	Puzzle

strategy talk

This is the long-awaited sequel to The Lost Vikings. Norse by Norsewest is a collection of 31 levels of mind-bending fun. Staying for the most part away from the latest craze of computer rendering, N by NW is one of the funniest but most annoying games to come along in a while. Interplay has done a good job bringing this title out for both the Saturn and PC. Never fear PS fans, Norse by Norsewest might be coming out in the future.

There are five characters you have the chance to play as, unfortunately you can only play them in groups of three. The levels change theme about every fifth one, which makes for some variety. Unfortunately, once you get through the game, the replay value isn't really there. I have given you the level select codes for levels 10-29. The first 10 levels give you a basic training session on the game, so I don't think you should skip them. I've also left out the last two, because if you go right to them, you have ruined the game.

—David "Smithers" Ruchala

strat-stats

time to complete: 30 hours

challenge: moderate

# of times I made stupid mistakes: 27

# of times I redid this spread: 4

EGM²

Norse By Norsewest

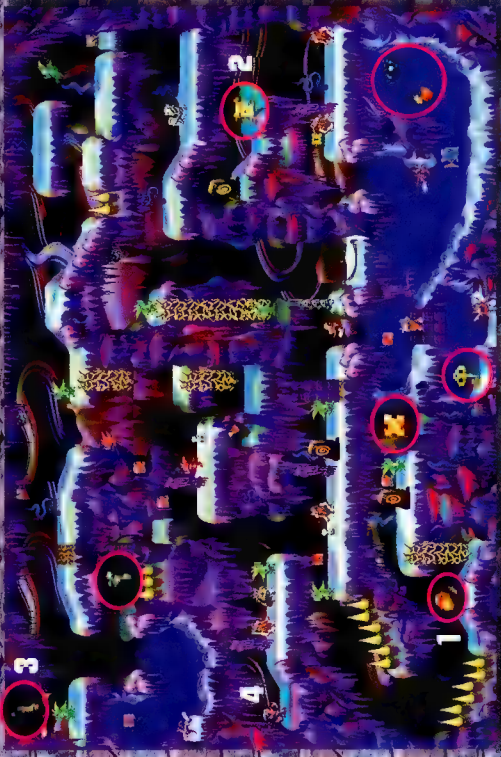
Erik Erik has the ability to jump, smash walls and swim through water.

Fang Fang can climb walls [illegible] to places others can't.

Olaf Olaf is the blocker. His shield lets him shrink and float down.

Baleog Baleog is the attacker. He has a sword and a bionic arm.

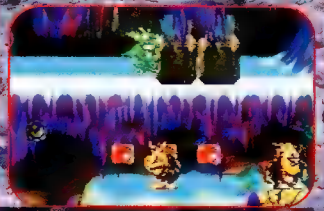
Scorch Scorch can [illegible] a little, and he also [illegible] the ability to shoot fire.



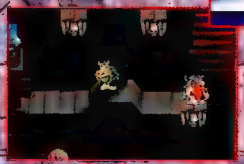
Level 10 Wizro

[illegible] through this level, you will need [illegible] get the egg, scroll and magic wand. Use Scorch to [illegible] the egg at Point 1. Next, you need [illegible] use Erik to get the scroll at Point 2. [illegible]leog is needed to [illegible] wand through the field [illegible] fire [illegible] Point 3. Now you can [illegible] at Point 4.

Level 12 TLPT



Scorch, Olaf and Baleog are the characters who are available to you in this level. Olaf is the first you need to send out. He can reach the scroll at 1. Next you will need to send Scorch to get the egg at 2. And finally, Baleog can get the wand at Point 3. Now exit at Point 4.

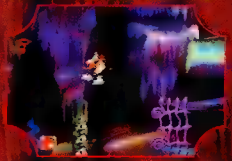


This is the first of the pirate levels. You have the chance to use a new technique I call the rope grab. To use this, push up when you are near a rope. Baleog is the first to use to get the diamond at 1, followed by Erik and the crystal ball at 2, and finally Olaf will be able to float down through the ropes to get the tarot card at 3. Now exit your characters at 4.

Level 14 B3SV

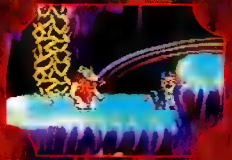
Other Levels

Level 11 BLKS



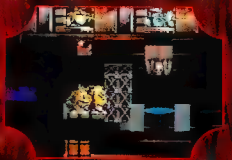
Level 11 is not very hard at all. Erik, Olaf and Fang are your characters here. You are going to use Fang extensively throughout this level.

Level 13 GYSR



This level can get tough. You have the original character to use to pull through this level. Patience is a virtue here.

Level 15 R3TO



Level 15 is more on par with a maze than most of the other levels. You have the three standard characters to deal with.

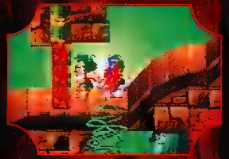
Level 17 yovr

This time Scorch joins the party and replaces Erik. His flying talents will come in handy throughout this level.

Level 19 tim3

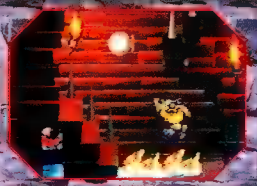
This is a hard level. But with Scorch, Erik and Baleog, you should be able to get through it. Teamwork is a must here.

Level 21 h4rd



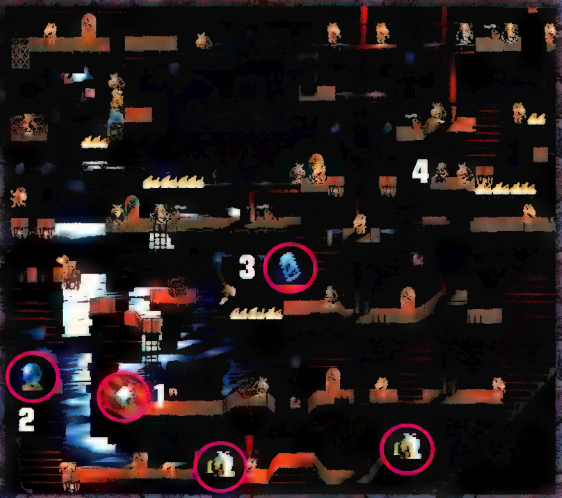
The second jungle level is exactly what its level password says, hard! Just remember what your characters are capable of.

Level 16 drnk



Once again you are stuck with Olaf, Erik and Baleog. But don't despair, this level isn't that tough. The first thing you need to remember is: Even though Olaf is too heavy to hang from the ropes, he can walk across them. Remember that and this level won't take you very long.

Use Baleog to get the diamond at Point 1. Next you will need to use both Olaf and Fang to get the crystal ball at Point 2. And finally, Will will need to get both Olaf and Baleog on the platform at Point 3 to get the tarot card. Now onto Point 4. You are going to be doing a lot of character switching to get through this level.



Level 18 ov4l

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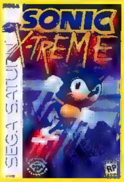

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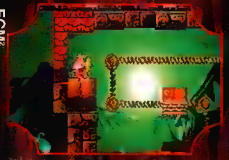
Level 23 Lost

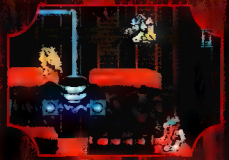


This level has a lot of moving platforms. Fang will come to join you in this level, replacing Olaf. Don't get too far ahead of yourself on this level.

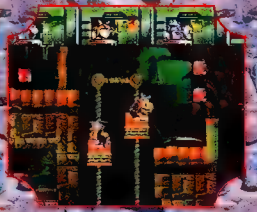
Level 25 Hom3

Erik, Fang and Scorch are the characters available on this level. The first part is tricky—stick to the left wall as much as possible.

Level 27 Tnnl



In Level 27 you have Erik, Olaf and Fang at your disposal. It is similar to Level 26 and but much harder. Try to keep your group together.



Welcome to the first jungle level. Now you have a set of icons that you need to retrieve. The first is located at Point 1 and anyone can get this one. Next, you will need to get the torch. Use it to get the voodoo doll at Point 2. Baleog is the best for the task. You'll have all three characters available to use the skull at Point 3. Finally exit through the witch doctor at Point 4. It is an easy level—study it well because the next level is hard.

Level 20 D4RK

Level 22 hrOr

Yes this level is harder than the last one. But don't despair, Scorch is with you. And boy, does his flying ability come in handy. Baleog is the man for the job at Point 1. His arm is the only thing that can reach the red key. Point 2 is all Olaf. Use his Fart Bounce to get the skull. Either Baleog or Scorch will work well for getting the horn at Point 3, especially since it is located inside the monkey. Once again, exit through Point 4 and the witch doctor.

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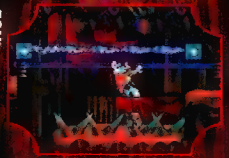
Level 28 hell



Level 28 has a level those who mess anti-grav sections. It is best to send Baleog through them so he can deal with any enemies who may pop up.

Level 29 argh

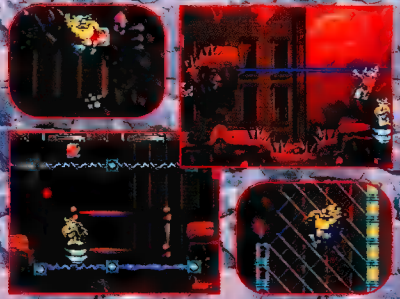
As you can see Level 29 is a barrel of laughs right off the bat. Use what you learned in the past levels as a guide and you should be OK.

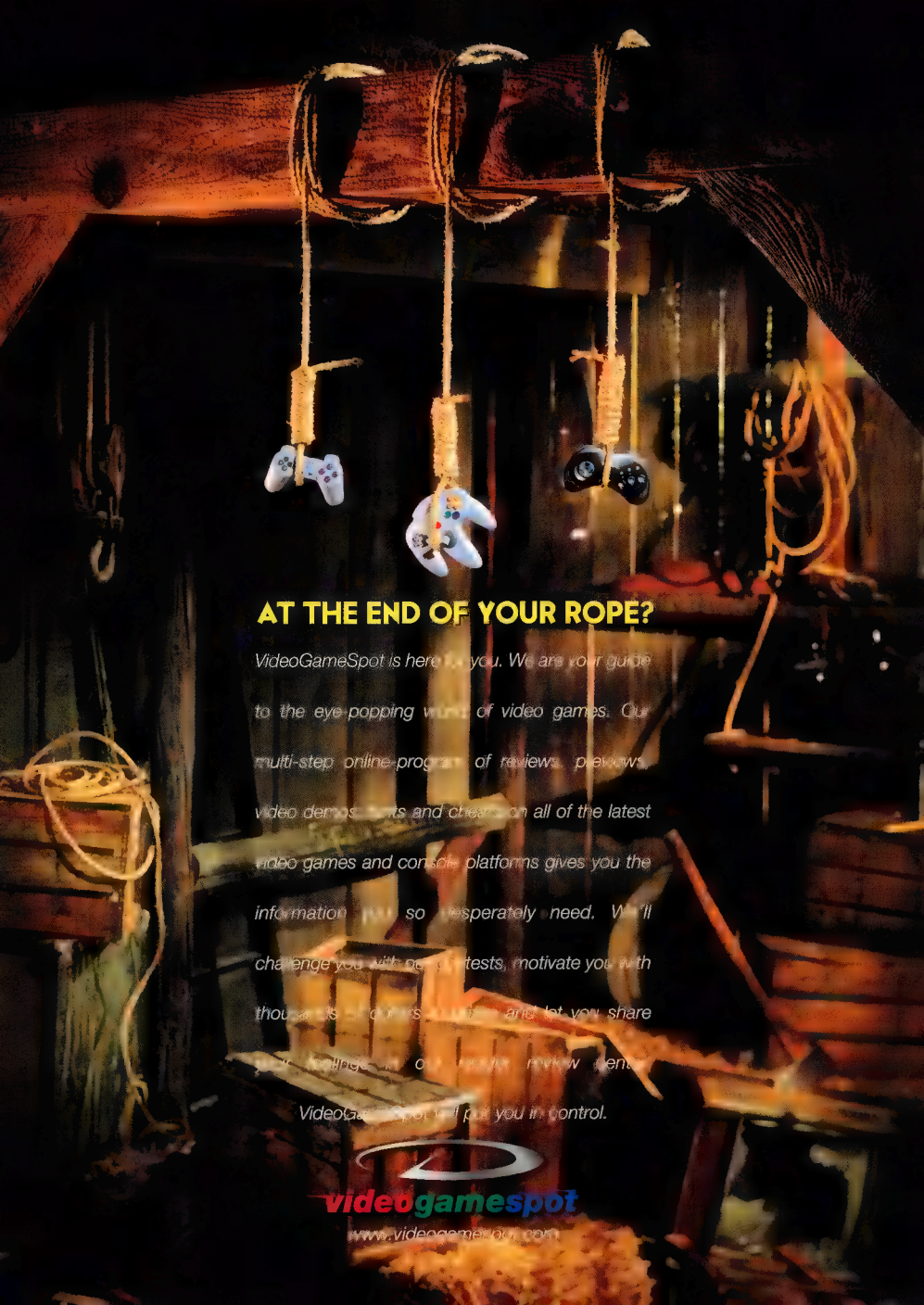
Level 24 oboy

This level has an interesting layout, but it is not very hard. After Baleog turns on the air vents use Erik to smash the bricks and take the skull at Point 1. Erik is also needed to get the voodoo doll at Point 2. Now it is Baleog and Olaf's turn. Use Olaf to block the fireballs so Baleog can use his arm to get the horn at Point 3.

Level 26 shck

You are once again stuck with Erik, Olaf and Baleog. Use Baleog's arm to snatch the circuit board from 1. Now use Olaf to pull down to get the batteries at Point 2. Once Baleog clears a path through the electric field, you will need to use Olaf to float to the CD at Point 3.

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Soul Blade

system	PlayStation
publisher	Namco
theme	Fighting

strategy talk

Let's assume that you're really into Tekken and its sequel. You've played it night and day, at home and in the arcade and have mastered just about everything there is to learn in the game. But as of late you're saying, "It's getting a little old." What are you, a faithful fighting game aficionado, to do?

Well, it's all taken care of. Our buds at Namco have recently released Soul Blade (Soul Edge in Japan and arcades) for the PS and it looks great. Fortunately, it also plays as crisp as it looks, offering a nice blend of Tekken-like gameplay while introducing a great weapon feature among others. Overall, while it may not be as complex as its siblings, it's still fun and a welcome diversion to warrant its own title.

—Tim "Disco Stu" Davis

Command Key:

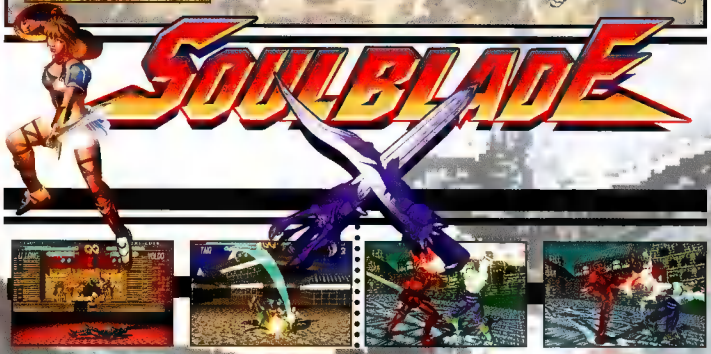
A.....Weak Weapon
B.....Strong Weapon
K.....Kick
G.....Guard
Lower case.....Tap
Capitol.....Hold

strat-stats

time to complete: 30 minutes
challenge: moderate
Tekken better? your call
Macs taken to finish pages: 6
profanities shouted: 1154

Know the Critical Edge!

The Critical Edge is a powerful move that can be performed by pressing A+B+K and then performing the specialized combo for each character. This attack will drain about a third of your weapon bar however, so use it sparingly.



Ground Attacks

Each fighter has the ability in his/her own special way to attack the enemy when he or she is down a la VF2, by pressing Up + B or Up + B. Try using this in combos!

Guard Impact

By pressing f + G when your opponent attacks, you can block the oncoming blow, momentarily stun him or her and immediately counter. Be careful though, as you cannot Guard Impact kicks.

CERVANTES DE LEON

Special Attacks and Combos

Switchblade	Bombs Away	The Edge
DF + A	f + A + B	A, A, d + A
Double Sword	Low Blow	Blade Sweeper
A+B	df + A + B	B, B, d + A
Pirate Attack	Wind Sail	Great Divide
f, F + B	hcf + B	f + B, B, B
Galley Drop	The Windmill	Monkey Kick
f, F + B + K	b, b + B	K, df, + K
Ankle Hit	The Boot	Pirate Kick
db + A + K	df + K	K, b + K

Cervantes is still one of the strongest characters in the game. His dual swords do an excellent job of dishing out power and have a long go-range, making escape from him difficult. Cervantes' Critical Edge is also above par when compared to the rest of the group.

All moves were performed on a preliminary version and are subject to change.

HEISHIRO MITSURUGI

Heishiro Mitsurugi is your well-balanced fighter. His attacks are quick, purposeful and precise, rarely missing their mark. Mitsurugi's Jumping Hop Kick is a great attack to use to launch your opponent into the air and follow it up with more damage. Along with Hwang, Mitsu's a good fighter for beginner players to start with.

Special Attacks

Thunder Strike
f, F + B
Phoenix Swoop
f, F + A + B
Hop Kick
qcf + K
Front Kick
f + K
Disembowel
df + A
The Stinger
B, B, A, B

Unblockable
f, df, d, db, b + B
Critical Edge
b, db, d, df, f + A + K

Combos

Double Sword Slash	A, A
No Mercy	A, A, A
Mix It Up	A, A, d + A
Heishiro Storm	A, A, B
Strong Slash Spin	f + A, d + A
Strong Slash Uppercut	f + A, B
Sword Cutter	B, B
Triangle Cutter	B, B, A
Obliteration	B, B, A, B
Silent Attack	B, B, A, d + A
Woodsman	b + K, B
Leg Sweep	d + K, B
Mitsurugi Swing	qcf + A, d + A

HWANG SUNG KYUNG

Hwang is another well-rounded character to start with. He seems to emphasize strength a little more than agility. However, moves like his Phoenix Swoop and Silent Stab are more than quick enough to keep most of his opposition at bay.

Special Attacks

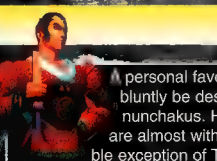
Divide and Conquer
df + A
Thunder Strike
f, F + B
Vane Kick
b, f + K
Phoenix Swoop
f, F + A + B
Lunge Attack
qcf + A, B
Silent Stab
d, df, f + B

Unblockable
back + B + K
Critical Edge
hcf + A + B

Combos

The Samurai Slash	A, A
No Escape	A, A, A
Samurai Fury	A, A, d + A
Wind Storm	A, A, B
Below the Belt	df + A, B
Slice and Dice	df + A, A
Triple Death	df, + A, A, B
The Cutter	B, B
Triangle Cutter	B, B, A
Wipe Out	B, B, A, B
Wind Slash	B, B, A, d + A
Harpoon Attack	K, K
The Coiling Snake	d + K, B
Earth Crusher	f, F + K, K
Star Crusher	f, F + K, K, K

LI LONG



A personal favorite of mine, Li Long can bluntly be described as Martial Law with nunchakus. His quickness and agility are almost without equal, with the possible exception of Taki. Li also has decent range in his mixture of attacks to go along with his great speed. Try utilizing his three kick combos as much as possible.

Special Attacks

Spinning Gut Stab
df + A
Winding Swing
db + B
Power Foot Sweep
df + K
Ankle Nunchaku
d, df, f + B
Elbow Thrust
d, db, b + B
Windmill Swing
A + B

Unblockable
db + B + K
Critical Edge
f, F + A + B

Combos

Double Strike	A, A
Silent Strike	A, A, d + A
Angel Kick	A, A, K
Angel Foot Sweep	A, A, d + K
The Slasher	B, B
Flying Punishment	B, B, B
Power Strike	B, B, A, B
Axe Kick Combo	K, K
Enemy in Orbit	df + B
Football Punt	B , K
Double Chest Gouge	f + B, B
Drum Roll	b + B, B
Drum Finale	b + B, B, B
High Strike Fake Out	db + B, A
Shin Splinter	K, d + K
Attack From Below	K, d + A
Dragon Combo	A, B, K
Dragon Tail	f + A, B

All moves were performed on a preliminary version and are subject to change.

ROCK ADAMS

COMBOS

Double Slash	A, A
Hack 'N Slash	A, A, A
Brutal Slash	A, B
Axe-Kick Combo	A, K
Cut To Pieces	f + A, A
Timber	f + A, A, A
Cut Down To Size	f + A, A, B
Tornado Wave	f, F + A, B
Rocky River	B, B
The Jackhammer	B, B, B
Knock Some Teeth Out	B, A
Belly Up	df + K, A

SPECIAL MOVES

Around The World
db + A
Lumberjack
f, F + A
Reach For The Sky
df + B
Meet My Axe
f, F + B
Knee Thrust
f + K
Headbutt
f, F + K

Unblockable
Qcf + B + K
Critical Edge
Hcb + A + G

Rock Adams is the strong arm of the game. Although his brutal battle axe packs quite a wallop, he isn't as slow in delivering those blows as one would expect...perhaps tipping the scales a little in his favor. Rock's Critical Edge is a devastating Lumberjack Swing which inflicts massive damage to those unfortunate enough to be in his way.

SEUNG MINA

Seung Mina [illegible] character who's often overlooked but shouldn't be. Thanks to the long reach of her glaive, Mina's overall attack range is perhaps the greatest in the game. With [illegible] she's able to propel herself at opponents and follow up with combos of her own. Although her Critical Edge is relatively weak, it does connect for multiple hits.

SPECIAL MOVES

Retreating Strike
db + A
Sky Dancer
Up + A + B
Roundhouse Glaive
df + A
Hop Kick
f, F + K
Glaive Confusion
A + B
Spinning Vault Kick
B + K

Unblockable
uf + A + B
Critical Edge
b, b + A + B

COMBOS

Triangle Attack	A, A
Flying Flip Kick	A, K
Rising Sparrow	A, A, A, K
Burning Sparrow	A, A, A, d + K
Decapitator	A, f + A, A
The Dancing Glaive	A, f + A, A, K
Dancing Smash Combo	f + A, K
Sheep Chaser	B, B
Glaive Slash Fury	B, B, B
Triple Shin Slicer	B, B, d + A
Mix It Up	B, d + A
Stab 'N Slash	f + B, B
360 Spin	f + B, A
Ground Sparrow	b + B, d + A
Death From Above	b+B, d+A+B
Star Crusher	f, F + K, K
Orion	A + B, f + A
The Destroyer	A + B, f + A,B
Spinning Confusion	A + B, A + B

SIEGFRIED SCHTAUFFEL

SPECIAL MOVES

Ankle Slicer
db + A
The Crosscutter
B, d + A
Manslaughter
db + B
Jump Kick
f, F + K
Fancy Footwork
A + K
Bull Rush
f + B + K

Unblockable
Qcf + B
Critical Edge
f, d, df + B + K

Siegfried's Zweihander attacks may seem slow in comparison to the rest of the group, but his strength and endurance make up for it. His unblockable [illegible] easy to perform as well.

COMBOS

Slice 'N Dice	A, A
Spinning Spiral	A, A, B
Ankle Slicer Combo	A, d + A
Double Tomahawk Chop	B, B
Knight Smasher	B, B, B
Kick 'Em To The Curb	B, B, K
The Crosscut	B, d + A
Chop 'N Spin	B, K
Double Headbutt	b + B, A
Triple Headbutt	b + B, A B
Total Homicide	db + B,b + B
Head Over Heels	b, b + B, B
Double Kick Spin	df + K, K
Face Buster	df + K, K, B
Crescent Moon Slash	f, F + A + B
Shoulder Rush	f + B + K

SOPHITIA ALEXANDER

COMBOS

Throat Slicer	A, A
The Barber Buzz Cut	A, A, A
Shadow Blade	A, A, d + A
Total Punishment	A, A, A, K
Sit Down	A, A, B
Head Over Heels Kick	A, A, K
Spinning Sweep Combo	A, A, d + K
Swing Low, Swing High	B, B
No Mercy	B, B, B
The Shield Smasher	B, B, A
Below the Belt	B, B, d + A
Reverse Sweep Combo	B, B ,d + K
From Athens With Love	B, B, A, B
Double Side Kick	K, K
Triple Kick Change Up	K, K, d +K
And Stay Down	uf + K, A
Athens Dive	uf + K, B
Double Flip Kick	uf + K, K

Sophitia is one of the weaker characters in the game. Her attacks are quick and to the point, but she is perhaps tied with Taki in having the shortest range of all the fighters. Sophitia is most effective when played at close range with her opponent, and once that's achieved, victory can come fairly easily.

SPECIAL MOVES

Point To The Stars
df + B
Shin Shaker
db + K
Acrobat Flip Kick
uf + K
Roman Crescent Kick
A + K
Disembowelment
d, df, f + B
Get Outta Greece
f, d, df + A

Unblockable
b, b b + A,B
Critical Edge
Hcb + A + G

TAKI

Although she possesses the same quickness of Li Long, unfortunately Taki also has the same limited range of Sophitia Alexander—leaving her somewhere in between. Also, her arsenal of attacks inflict little damage. To her advantage though, Taki does have some of the coolest multiple hitting combos of any fighter in the game.

COMBOS

Shadow Slicer	A, A
Taki Slash Fury	A, A, A
Shadow Slash Fury	A, A, B
Shadow Wind Kick	A, A, d + K
The Double Cross	A, B
Spin 'N Stab	f +A, B
Machine Gun Stab	f + A, B, B, B
Triple Lightning Slash	B, B, B
Slice 'N Dice	B, B, A
Total Punishment	B, B, A, K
Middle Class Combo	B, A, f + K
Lower Class Combo	B, A, d + K
The Sword And Boot	B, K
Silent Triple Kick	K, K, K
Silent Triple Low Kick	K, K, d + K
Dark Shadow Combo	K, K, A
Kick Of The Ninja	df + K, K, K
Into Orbit	d, df, f + B, K

SPECIAL MOVES

Throat Slicer
f, F + A
Spinning Bird Kick
A + K
Deadly Roll
d, df, f + B
The Windmill Kick
f + K
Flying Hop Kick
f, F + K
Charging Gut Stab
f, F + B

Unblockable
f, df, d, db, b + B
Critical Edge
d, u + B + K

VOLDO

Perhaps one of the most bizarre characters in a fighting game, Voldo is a deaf mute fighter who uses equally bizarre attacks to confuse his opponents. His katar shears to a respectable amount of damage, though don't expect to perform many multiple hit combos with them.

SPECIAL MOVES

Voldo Berserker
A + K
Crab Claw Lunge
d + A + B
Crab Sledgehammer
A + B
From Toe To Head
df + B
Mantis Slam
f, F + B
Roundhouse Kick
b, f + K

Unblockable
d, df, f + A
Critical Edge
u, d + A + B

COMBOS

Double Crab Slice	A, A
Hack Away	A, A, B
Down To Business	A, B
Down For The Count	A, B, A
Double Gut Stab	b + A, A
The Drill	d + A, A
Machine Gun Drill	d + A, A, A
Out Of The Ring	d + A, A, A, K
Slash 'N Kick Combo	A + K
Kiss My Foot	d + A, K
Double Blade Slice	B, B
Triple Blade Slice	B, B, B
Quadruple Blade Slice	B, B, B, B
Like There's No Tomorrow	B, B, B, B, B
Ally Oop	d + B, B

system: PlayStation
publisher: Konami
theme: Strategy/RPG

strategy talk

Vandal Hearts is a killer new game for all you strategy buffs. This title will remind Saturn owners of a title that was released a while back called Mystaria. It has that same feel and should be easy to pick up for all those gamers who played it. For everyone else, it may take a battle or two to get used to the battle system.

The graphics are very detailed and the soundtrack is exceptional. The story line is a little hard to follow at the start of the game. However, as you progress, cut scenes with the characters and cinemas will tie up a lot of the loose ends while building excitement at the same time.

Bottom Line

All in all, the bottom line is that this game is very good. Vandal Hearts is simple enough to make it easy to play, but with enough technique and challenge to hold your attention. This is one title that is definitely a good buy for your PlayStation library.

—*Scott "Itchy" Augustyn*

strat-stats

any replay value: definitely
challenge: moderate
keep you playing: yes
victorious battles: 20
bitter defeats: 134

PART 1

This is the first part of a strategy guide for Vandal Hearts. It will take you through the first chapter of battles and give you some strategy to use during them. Look to the next issue for complete coverage.

MAP KEY
Enemies
Allies

BATTLE 1: VALLEY OF THIEVES

ENEMY COUNT:

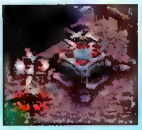
2 Hunters (Archers)
3 Brigands (Sword Wielders)
1 Thief Lord (Zoot, the leader)

Head to the south and take out the brigand there first. Then sit back and wait until they come to you. Stay in a group to protect all of your troops. It is imperative that you protect your hero Ash.

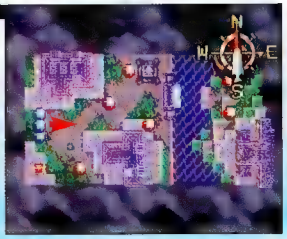
BATTLE 2: CAPITAL SHUMERIA

ENEMY COUNT:

4 War Ghosts (Sword Wielders)
2 Hunter Imps (Archers)



As you will see if you take your time, the enemies will set themselves up for their own demise. This is true here as well. Hide behind the pillars to beat the archers.



BATTLE 3: PALACE RUINS

ENEMY COUNT:

9 Clay Golems (Strong hand-to-hand)

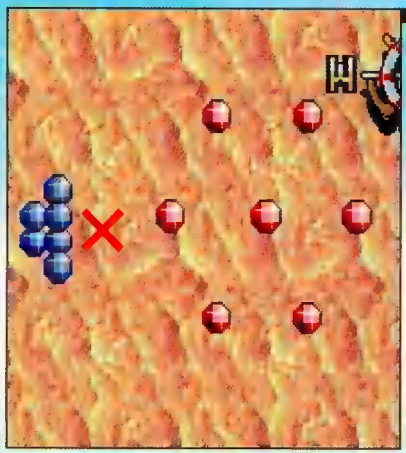
You can win this battle if you take your time and let them come to you. First, take out the one clay golem at the start and then wait for the others to head toward you. If you know how far they can move, you can place your guys just outside their range and strike back to kill them.

BATTLE 4: RHINE BRIDGE

ENEMY COUNT:

4 Hell Bats	(Airborne poisoners)
2 Hunters	(Thief Archers)
6 Brigands	(Sword Wielders)

The trick for this battle is to keep your troops in ■ group. Protect your healer and fire off long-range attacks whenever possible. Always try to move forward at least one block so you won't fall into the river because of the exploding bridge. Kira will also join you in this mission; she is ■ strong archer. Don't move her too far to the east, though, because she will be in trouble.

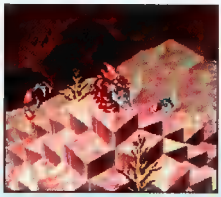


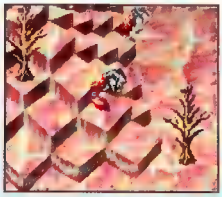
BATTLE 5: SAND DUNES OF SEA

ENEMY COUNT:

1 Death Ant	(Hard-hitting Sand Bug)
6 Ant Arms	(Weak Claw Attack)

When you get into this battle, be aware that the arms of the ant are very weak, but they can paralyze. To easily beat the ant, skip the first turn. Let the ant come to you. When it does, rise up and hit it with every gun you have. Magic and long-range attacks are a good idea because the ant can counterattack with power. If you take out any of the claws, they will recover in the corners.





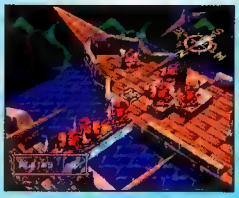
BATTLE 6: GADAR SEA

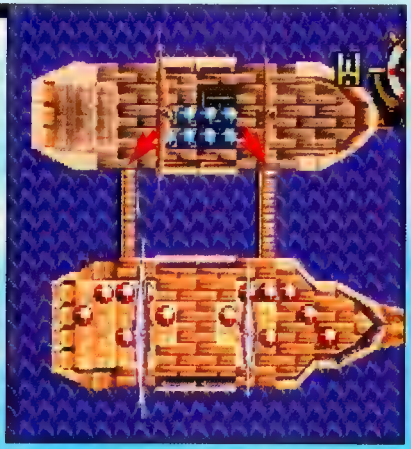
ENEMY COUNT:

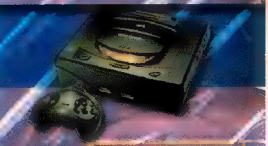
8 Buccaneers	(Sword Wielding)
4 Corsairs	(Weakly Armored Archers)
1 Mad Captain	(Hassan, the pirate)

The trick to beating off the attackers in this mission is to set up your troops at the end of the boarding planks. Only cross the plank if you are being harassed by some lone corsairs. Let all the soldiers come to you to meet their doom. Don't forget to keep your troops healed. If you are patient, you can wipe out the enemy force and open up the way toward Hassan with minimal resistance.

Beating Hassan is not hard at all. Be sure that when you do go after him, your troops are healed. Rush in toward him as ■ group and surround him. Remember that magic attacks do not receive any counterattacks. If he uses his self heal, be sure to have your archers whittle him down before you rush your troops in to finish him off.







system:	Saturn
publisher:	Atlus
theme:	RPG

strategy talk

Ready for some eerie, convoluted trekking through the metaphysical? If so, Lunacy is your game. Akin to the previously released game D, Lunacy places you in control of a character whose exploits are controlled through a simplistic button-pushing, full-motion video interface. However, mental puzzles are the key element to solving this game. Get this to solve that in order to get something else—that kind of gameplay.

You'll quickly get confused by the winding layout of the primary map, which is the town of Mysty Village—a place of mysterious people and obscure reference to the metaphysical.

Once you've grasped the idea of where to go and what to do, you may find yourself tired of the same old treks through the labyrinth of structures and subpassages of Mysty Village.

The story line is involved, yet easily grasped with the help of the game's memory feature, which allows you to review previous cinemas of importance.

—EGM² Deadline Crew

strat-stats

time to complete:	N/A
headaches generated:	far too many
the meaning of life:	42
games of Laser Quest:	12
games of Tetris Attack:	7

LUNACY

THE GAME'S PROGRESSION

As you begin, you will notice that certain structures are locked or uninhabited, preventing your progress. Some doors are available after certain objectives have been obtained. This is true regarding some items as well.

MYSTY VILLAGE

These two pages should guide you through the the first half of this game. However, finding each of the locations mentioned can sometimes border on sheer tedium, meant to inspire the emotion after which this game was named. Mysty Village is a complex set of structures and passages connected by curving, dipping roads. The easiest way to identify locations is by their exterior, as shown in the following two pages.

BREAKING OUT OF THE PRISON

After the opening cinema is complete, you will find yourself trapped in a prison cell with your precarious partner, Anthony. Don't bother trying to talk with him, just pull on the bars. After the first time, nothing will happen. However, a secondary attempt will cause Anthony to give you a key which facilitates your exit.

PRISON

ONCE OUTSIDE...

After getting out of the prison, you can proceed in a number of ways. Many of the structure doors will be open, but meaningless to you until you first visit the town's exit gate. Once you are there, you will be ushered to the audience of the Lord himself, whereupon more information will be provided.

CONVERSING WITH THE LORD OF MYSTY VILLAGE

After you've loitered around the exit gate, the Lord's female companion will escort you inside. All of the dialogue that takes place inside the mansion is relevant and highly saturated with obscure hints and clues about your character's past, and what he should be doing in the future. When in doubt, come back to this cinema for inspiration and clues.

WAKING THE DEAD? (PART I)

Find your way to the forest graveyard. Two of the three graves there have flowers. Hmm...next, head to the florist's shop. After meeting her son (pay close attention to the dialogue, you'll be seeing him later), take advantage of her offer of flowers. Place the newly procured flowers on the flowerless grave. You'll meet the father of the girl whose grave you just decorated shortly thereafter.

FATHER'S HOUSE

FLORIST

GRAVESITE

WAKING THE DEAD? (PART 2)

After decorating the gravesite, you'll be invited to meet with the father of the deceased "later." Exit the graveyard and proceed to the other forest interest (to your right as you exit). This is the father's domicile. He'll indulge in some conversation then leave you to your quest. Enter the other room and observe the vision which appears before you. Exit and examine the bookshelf items for the key that the father mentioned.

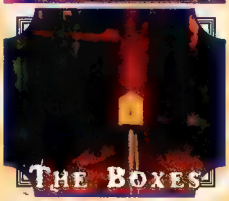
ESTABLISHING CONTACT WITH THE LOCALS

First, go to the tavern and examine the red rope which prevents access to the stairs on the right. Collect the matchstick box. Next, hop on over to the watchsmith's abode and get the hint: He likes watches. Next, make contact with the ever-so-friendly doctor. He will be curt but informative if you keep returning to prod him for clues. Where is all of this getting you? Not anywhere, just yet. You'll learn later that the doctor has a watch for which the watchsmith would trade. The matchsticks will come in handy for a lantern collected at the tavern later.

YOUR MYSTERIOUS FRIEND ANTHONY

There are two possible ways to enter Anthony's house once you have made it available by running the errands listed to the left. One is just to the right of where you begin and the other is across from the tavern. You can take one of the books from his library, which when used provides hints about the goal of the game.

Also, there are some boxes located in a forest area which are Anthony's. Open one of them to get a key used to open the windmill. Anthony will later appear on the bridge, allowing you to make use of the windmill's box.

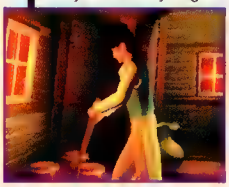


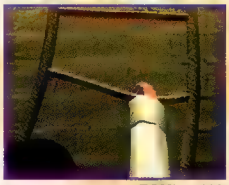
ALL THIS ADDS UP TO: THE WELL

You can get the ladder in the windmill by jumping at it three times. After you have the ladder, the lamp (from the tavern), the matchsticks (tavern, also) and some courage, head over to the wellhole located near where you begin the game. Use the ladder to descend, and the lantern to light your way. From here, you will encounter a room with some plants. What to do? Remember that herb the doctor was asking for? Head to the jailhouse and look to the left before entering. Get the herb there and take it to the doc. He'll give you his watch, which you should trade for the fertilizer from the watchsmith.

WHERE TO GO FROM HERE

From here on, you're on your own. Remember to check your memory for clues that you may have missed. Did you check the Silver Chalice and scorched painting in the burnt ruins? Did you collect the flour from inside the windmill? Our last piece of advice is to try talking to everyone when you get stuck. Patience, traveler.





system	arcade
publisher	Capcom
theme	Fighting

strategy talk

Yet another game?!?! COME ON! Well, this game does nothing more than absolutely surprise the hell out of me! This is (second only to Tekken 3) best polygon fighting game I've played in years. The gameplay is really close to the SF series—that alone is enough to hook you. But then the graphics are pretty darn good too! The characters are a bit polygonal, but the animation is extremely fluid. On top of all that, the new characters are really cool! They play just like Street Fighter characters (with the motions mainly being fireball, Hurricane Kick and Dragon Punch), and yet their moves make them unique characters. One of the only complaints I have with the game is the Guard Break. By simply pushing Punch and Kick together, you do an unblockable move that effectively dizzies the other character, allowing you to do a Super or any other combo you see fit. This is a devastating chain of moves, and should either be taken out, or made much harder to do. Other than that, it is an A+ game!

—*Mark "Homer" Hain*

strat-stats

hardware: **PlayStation**
challenge: **moderate**
frustration factor: **high**
UFOs sighted over Scooter's Pad: **1**
toys just bought: ***Battlestar Galactica***

% Gauge

A new and unknown feature in SF EX is the percent gauge to the left of Ken here. No one knows what it is for sure, but it seems to go up as you use that character. One possibility? Moves are opened up when the gauge reaches the top.

BISON

Bison hasn't changed a whole lot in this game. His Psycho Crusher is just a move again, as well he has a Fireball Super not unlike his SF/X-Men counterpart. He has all the other moves you've grown to love: Head Stomp, Flip Kick, insanely difficult AI...

Psycho Crusher
The old favorite is just a move again!

Flip Kick
The same as you remember, but a little farther range.

Head Stomp
Same as before, and can still hit with a punch right after.

C. Jack

Batting Hero
B, DB, D, DF, F + P

Dash Straight
B charge F + K

Dash Upper
B charge F + K

Super 1: This Super is a high-powered Dash Straight.

Super 2: C. Jack grabs and punches him silly!

Guard Break

His Guard Break is an overhead two-fisted slam to the head.

Cracker Jack is one of the more promising new players. His punches come swiftly and powerfully, and his Supers are equally deadly.

Guard Break

Chun-Li's Guard Break is a quick elbow to the head. It's best to do the Fireball Super right after.

Hienshu
D, DB, B + K

Super 1: This Super is just like her Lightning Kick but with a few more hits.

Lightning Kick
D, DF, F + P

First of all, this is old-school Chun-Li. She gains back her Spinning Bird Kick but loses her fireball and Flip Kick. Her speed and power make her as powerful as ever, and she still has an air throw and her Head Stomp Kick.

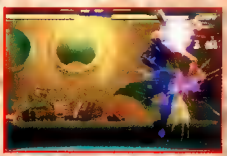
Chun-Li

Spinning Air Kick
D, DF, F + P

Super 2: Her second Super is the same Super Fireball she has in several other games.

Dark Wire
D, DF, F + P

Explosive
D, DF, F + K



Kill Blade
F, D, DF + P

Super 1: Her first Super is simply walking toward you wildly waving her blades.

D. Dark's is really cool new character. Her "GET OVER HERE" Lasso allows bombs to travel down and hit you, and a Dragon Punch. Her Supers are not the most powerful, but her Kill Blade hits several times.

D. Dark

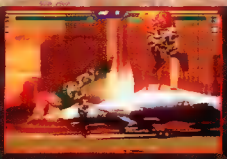
Super 2: Super 2 has her slashing you several times and ending with a Kill Blade.

Guard Break

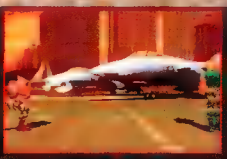
D. Dark's Guard Break is a leisurely slash at your intestines with her knives.

Guard Break

Guile's got an Elbow Drop for his Guard Break. It's slower than the others.



Flash Kick
D charge U + K



Sonic Boom
B charge F + P

Air Throw
in air P

Super 1: A volley of punches and ending in a Flash Kick, this one's tough.

Well it certainly is good to have the original back, if not for a limited time. This character is a pretty plain-and-simple Guile—you'll be charging all the time. His Supers are very powerful and the Flash Kick Super is a little hard to get off.

Guile

Super 2: Several Flash Kicks in a row. Not many hits but powerful ones.

Chugeki-Hoh
D, DF, F + P

Shinkugeki
D, DB, B + P

Shinkyakugeki
D, DB, B + K

Guard Break

Guard Break is a simple Fan Slash. Do Super 2 right after for max damage.

Super 1: This Super is a fireball that can hit several times.

Hokuto is very agile. Her hit doesn't do a whole lot of damage, but she can hit and dodge with the best of them. She can clear a great deal of space for a short time with her moves, and her specials are pretty powerful too.

Hokuto

Super 2: Her second Super is a bunch of fan slashes and an uppercut.

Hadoken
D, DF, F + P

Shoyru-Ken
F, D, DF + P

Tatsumaki
D, DB, B + K

Super 1: This is the classic Ken Double Dragon Punch Super—fairly powerful.

If you don't know how to use this guy by now, you're reading the wrong magazine. He's got his roll and good ol' Roll Throw. His Supers are the same, and as always in SF, he's one of the easiest and most powerful players.

Ken

Super 2: Super 2 is the classic Ken Vertical Dragon that can hit several times.

Guard Break

His Guard Break is a Low Roundhouse Kick, not unlike his Standing Forward Kick.

Guard Break

She has an Overhead Kick that's a perfect setup for Super 2. It does a great deal of damage.

Drill Purrus
D, DF, F + K

Purim Kick
F, D, DF + K

Ten'el Kick
D, DB, B + K

Super 1: It's several punches and kicks followed by Purim Kick.

Pullum is yet another excellent new SF character. She has the Cammy Drill Kick, along with some varied Chun-Li-looking kicks. Her Supers deal quite a bit of damage, and she is also one of the fastest in the game.

Pullum

Super 2: It's a Spinning Vertical Kick that can hit from seven to 10 times in all.

Hadoken
D, DF, F + P

Shoyru-Ken
F, D, DF + P

Tatsumaki
D, DB, B + K

Super 1: Of course you remember Ryu's Super Fireball? Not extremely strong.

Once again, if you don't know how to use him by now... Just like Ken, his Hurricane has been replaced with Dan-style Hurricane Kicks, although Ryu only has three and Ken has four. Textbook Ryu otherwise.

Ryu

Super 2: His good Hurricane Super delivers most damage right on top of you.

Guard Break

Ryu's Guard Break — just like his Overhead Punch in Alpha. Follow up with Super 2.

Skull Crasher
D, DF, F + P

Skullo Head
F, D, DF + P

Skullo Slider
D, DF, F + K

Guard Break

Skull's GB is a clothesline-type punch. Any of his Supers would be a good follow-through.

Super 1: This Super is a hyped-up Skull Crasher. Done close, it can hit a lot.

Besides being one of the weirdest-looking characters, Skull has some excellent moves. Two dashes, and a Vertical Dragon Punch, plus Super versions of those dashes make him a very powerful enemy.

Skullomania

Super 2: A Super version of the Skullo Slider, followed by a cool break-dancing move.

Spinning Pile Driver
360-degree circle + P

Spinning Lariat
All three punches

Russian Suplex
360-degree circle + K

Super 1: A few hits, a Back Breaker and top it off with a Spinning Pile Driver.

It's the same old Zangief here. He's as slow as ever but extremely powerful. It seems harder to grab opponents in this game because of the speed, but it's something you could get used to. His Supers are just as strong as well.

Zangief

Super 2: A bunch of knee-aimed kicks ending with a big kick to the stomach.

Guard Break

Not unlike a bull, Zangief charges and head-butts. Follow with Super

Game Over

DONKEY KONG COUNTRY 3 DIXIE KONG'S Double Trouble!

LAST BOSS

Killing this Boss is a bit tough. Basically, you need to hit him in the back with barrels. Let him fly over you while you duck. Grab the barrels and hit him. Usually you will have to pull a rope to get a barrel.

After defeating the Boss, DK and Diddy will come out of the body of the meka-Boss. They tell you that they were dreaming it and congratulate you. You will then go through all the enemies in the game.

ENDING 1

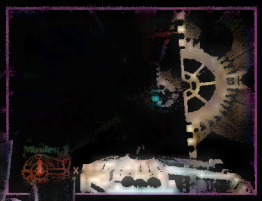
ENDING 2

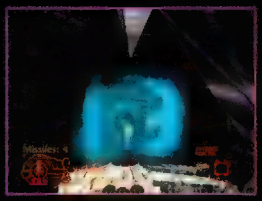
Once you have gotten all 15 banana birds, go to Granny Kong. The birds will take you to their mother. She'll keep her promise and go after Krool for you.

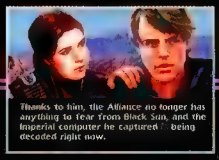
STAR WARS SHADOWS OF THE EMPIRE

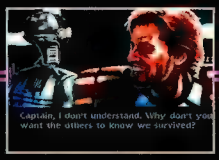
Obliterating the Skyhook

After you get through the auto-fly sequence in the last level, you'll come upon a star destroyer and a skyhook. Defeat the turrets on top of the entrances to the middle of the skyhook. Once they're gone, fly into the middle and destroy all sides of the core. This is best done with your missiles. Launch a couple at the core and then fly out another passage. Fly slowly since it is very easy to crash and burn.









Until you get used to playing this last level, you will probably die on the way out of the skyhook. A little bit of luck and skill are required to fly out before it explodes. If you do so, you will get an ending that differs slightly from the one you see here. Again, it is extremely difficult to make it out alive, but it is possible.

Next Month

ELECTRONIC GAMING MONTHLY

April 1997

Final Fantasy VII has finally been released in Japan, and our editors have been playing it–watch for the first hands-on evaluation.

Also, Sushi-X has been busy with Street Fighter III. You saw the info first in *EGM*.

Sushi-X has been playing Street Fighter III for some time now. Watch for part four of our coverage!

Don't buy a game until you see the ONLY unbiased reviews in the industry (like MechWarrior 2).

Now don't miss part four of our coverage with more depth and inside info on this coin-op hit.

To continue our fighting game coverage, look for the first info on Mace, Biofreaks and more fighting action with Tekken 3!

As for previews, our editors have been working hard on getting the first pictures of Ninja, Host, Clay Fighter and more. If the game is being made, you'll see it in *EGM* first.

Our Review Crew is already tearing into MechWarrior 2. As you know, our crew is brutally honest, and you won't see all high scores from them like you see in other mags.

FEATURE STORY

The long-awaited three-disc set of Final Fantasy VII is finally out in Japan. The question is, does it live up to expectations, and what is in store for the U.S.?

FEATURE STORY

The fighting genre gears up with big-name contenders. Look for third-timers like Tekken 3 and Street Fighter III to be met by some unexpected challengers such as Mace and Street Fighter EX.

Doom started out as a computer craze. It soon swept its way to console land. How will it do on the N64? We'll show you!

EGM²

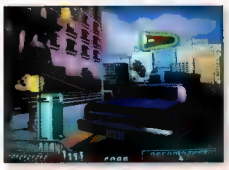
Tips, Tricks and Strategies from real gamers to real gamers

April 1997

Usually the months after Christmas start the decline of the number and–sometimes–the quality of games. However, this year the games just keep coming, and we're here to blow them out!

From incredible computer ports like MechWarrior 2 to newcomers like Tiger Shark, there are plenty of surprises, including other styles of games such as RPG and adventure titles like Vandal Hearts, Lunacy and Broken Helix.

The fighting game craze heats up once again with the ultimate sequel war: Tekken 3 vs. Street Fighter III. If this wasn't enough, there are several other participants in the ring, namely Mace, Bio Freaks and Street Fighter EX.



The arcades are heating up with brand-new shooters and racers.

Also, be sure to check out exclusive arcade coverage on some of the hottest titles like Sega's racing game Scud, Atari's Area 51 sequel Maximum Force (pictured above), as well as a few pinball surprises.

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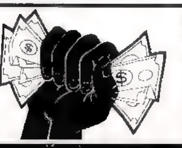

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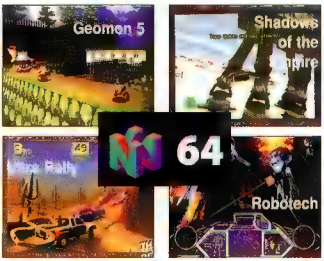

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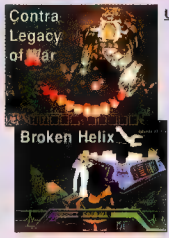

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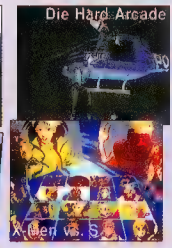

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